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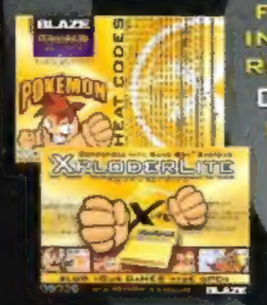

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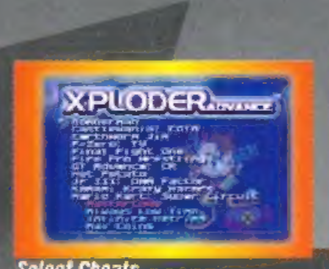

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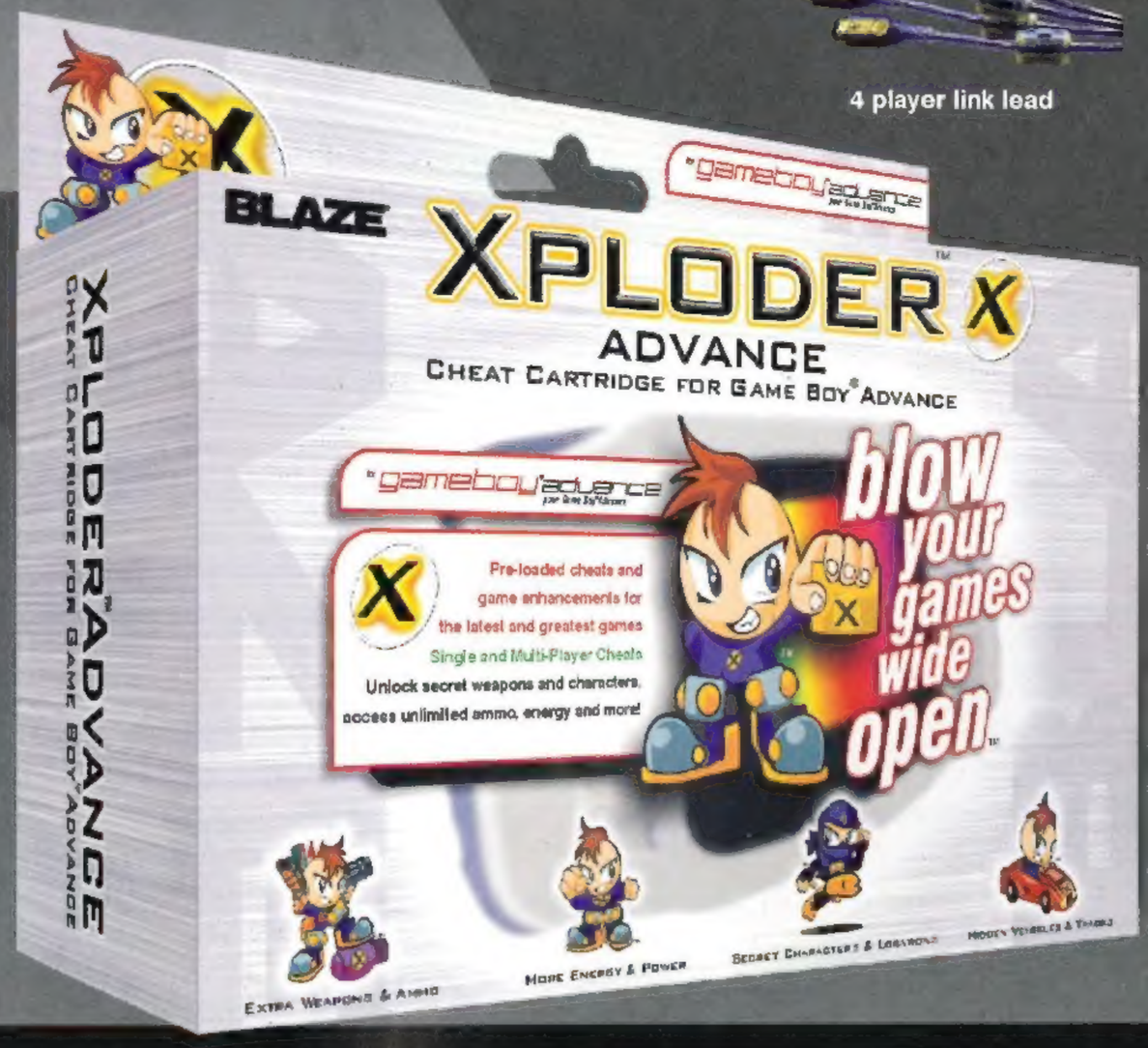

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A message from the games editor...

Wot I've been doing...
Being visited by the Three Spirits of Christmas. Did nothing for me, though.

Well, ho, ho, ho and a bucket of advocaat! Christmas again, don't ya just love it? All that trying to watch the Big Movie on Christmas afternoon (even though you've already got it on video) while your nearest and dearest shout at the top of their voices. The indigestion. The mounds of wrapping paper. At least we've finally got rid of Noel Edmunds, eh? No matter what other thrills the festive season may have in store for you, we've got plenty to keep you occupied in front of the yule log (three bar) fire. Not least of which is the first part of our official *Ecks Vs Sever* guide, and more chances to win top games and GBAs than ever before! Who said the Christmas spirit is dead? Have a good one! Or two.

What's In

Let Kombat Kommence!

We really must get a spell checker, as should the makers of our massive 'Big Game' this month. Mortal Kombat for the GBA is laid open, guts and all, over on page 6.

PAGE 6

That Was The Year What Was

It's been a long, momentous year for the little old Nintendo Game Boy. We celebrate 2001, the year that saw the Game Boy... kind of... Advance.

PAGE 12

PLUS!

A TIME FOR GIVING!
We've got our BIGGEST EVER sleigh full of Game Boy goodies waiting to be snapped up in Game Boy Crazy!

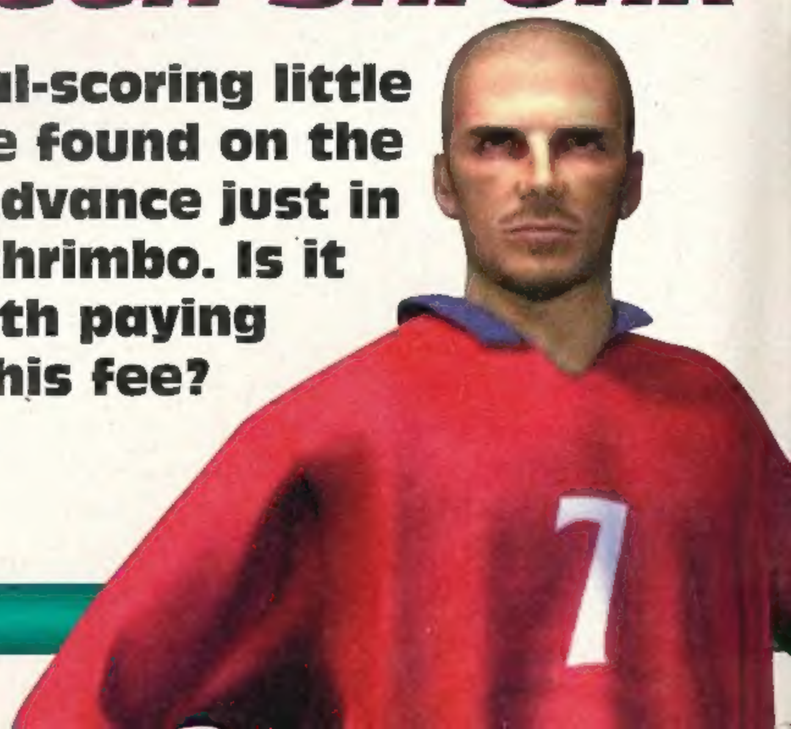
IT'S THE LITTLE SAINT NICK!
Find out whether Santa Claus Jr is just for Christmas or not over on page 27.

POTTED POTTER
Finally, both magical Game Boy adventures have been completed and reviewed by us on page 24.

David Beckham Has Been Shrunk

And the goal-scoring little fella is to be found on the Game Boy Advance just in time for Chrimbo. Is it worth paying his fee?

PAGE 16



side...oo

Tip, Tip, Bang, Bang!

PAGE 41

We've got the first of our Official two-part guide to bam's shoot-'em-up adventure Ecks Vs Sever – right from the horse's mouth!

NEWS!

Only the freshest Game Boy games reach the TOTAL GAME BOY table!

David Beckham Soccer	16
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The Snoop 06
All the latest from the handheld world of gaming, including the hottest new GBA titles on the drawing board and a look at new GameCube titles too!

Link-Up 36
All your opinions and rants await. Plus your text messages and some other really, really, really important points of view from you and you and you-oo.

The Gallery 48
Everyone at the magazine's office has been drinking since noon and they're all off duty, basically. But Mona's still around somewhere, I think...

Reviews 16
More than EVER before! If it's out, it's in. And if it's good, it's mine!

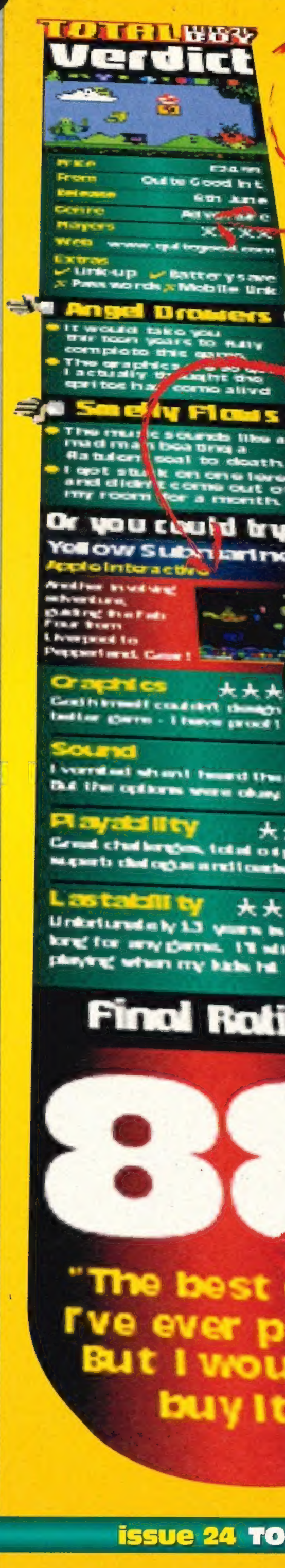
Help! 72
A veritable deluge of GBA tips and cheats – and loads of exclusive GBA Xploder codes for ya!

Know Your Games 76
Hundreds and hundreds of GBC and GBA games played and rated for you – only we have the power to do this!

Coming soon... 82
Gearing up to our huge look at the future of the GBC and the GBA in the year 2002. What goodies does the future hold in store for us?

Bits And Bobs Explained!

TOTAL GAME BOY has every last drop of info you folks need to make the right choice next time you're selecting a new game. Every review covers all the info available on the title.



Right about here you can see whether the game has any of those all-important extras that make it so special. We've also got the link to the official Web site for you, and most importantly of all, the price!

We've also suggested other games that may take your fancy... and they might be cheaper!

One of the team may be yumming up a new title, but sometimes it's a matter of opinion, so let's see if we're all in agreement!

In my opinion...

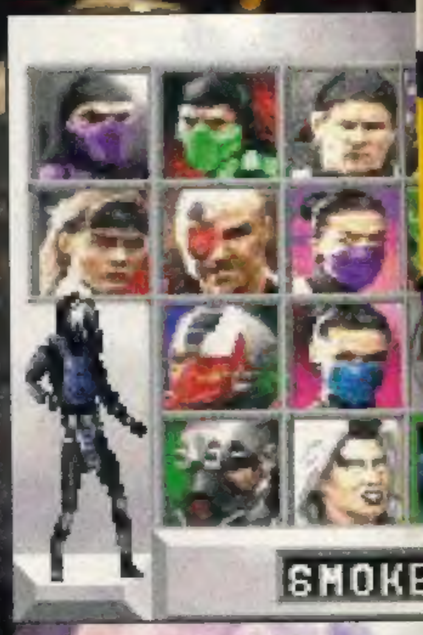
Look at the bites on her neck!

That's the last time I ever give Cyra a game like *Vampire Shafters 37* to review. She took one look at the opening animation and has been crying under her desk ever since. I wouldn't have minded, but it's a crap little GBC platformer with graphics worse than a Commodore 64 game! However, I am also now sleeping with the light on. **Jem**

We've tested the strength of every title in the issue. It may be fun, but will it last more than a day's playing? If so, it's bound to come out a Hum-Dinger

NOW TURN OVER AND GET ON WITH YOUR MAG!

Snoop!



The total GameBoy BIG Story!

SCRAP! S
Mortal Ko

Move Over Potter!

Strategy action = wizarding good show!

For anyone out there who can't help but scream every time they see another piece of Harry Potter™ merchandise, Bits Studios is about to unleash a far more cerebral slice of gaming magic, thanks to Wizards – the GBA incarnation of GBC classic *Warlocked*. Due out in just a couple of months, this innovative real-time strategy adventure is bound to fill the gap left by *Advance Wars*' cancellation. And it's also bound to cash in on this endless Potter-mania too!

CRAP! SCRAP! mbat Advance

Torso-rippin'-fight-finishin'-snow-mannin'-head-bangin' KOMBAT... The next level?

Even in this Advanced new century, the Game Boy (in fact, Nintendo in general) has an undeserved reputation for being nothing but kids' stuff, generating a world of smiley hills, cute pink things and braindead little monsters. This release is bound to do just a bit to dent that squeaky clean image, and hopefully cause a little controversy, just as the original did many years ago.

To The Death!

Because *Mortal Kombat* (for all its promotion of bad spelling) is the ultimate in violent, dark, gut-wrenching beat-'em-ups, questions have been raised in the house and warnings have been stamped on the box, but we all just keep yumming it up. Since generating a couple of iffy movies and an even iffier brace of adventures entitled *Mortal Kombat: Mythologies*, the denizens of the Outworld have been a little quiet of late. However, that's soon to change with a whole host of next-generation-console scrappers, and this exciting new handheld translation: the ultimate in portable *Mortal Kombat* action!

As it's basically a pixel-perfect port of *Ultimate Mortal Kombat 3* (with one exception being the absence of four-armed nasty Sheeva) this is going to be one GBA title sure to impress. Every single unmissable Fatality and Friendship is in place, allowing you to either take pity on your foe, rip their lungs out, or turn them into a snowman. It's always been this range of options and the many hidden moves that have made *Mortal Kombat* such a must-have game over the years.

Finish It!

Luckily, we can all rest assured that this version will boasts full two-player link-up options (although it's still not certain whether this will be available with just the one cart) and the remaining 24 fighters are all in place. The graphics look superb for a handheld fighting game, and we just can't wait to start scrapping away with the link-up. Only a couple of months to go now until that croaky-voiced man says those immortal words: 'FIGHT!'

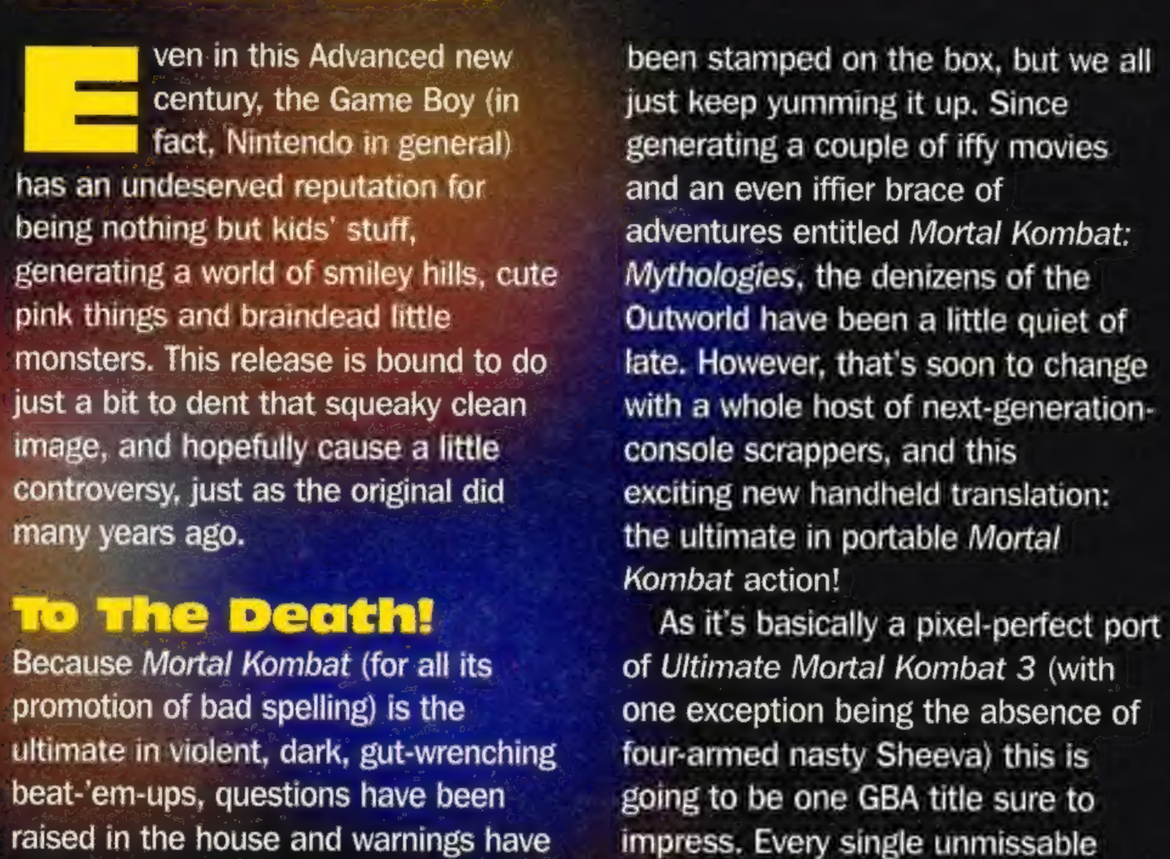
TOTAL GAME BOY INFO Gamefile

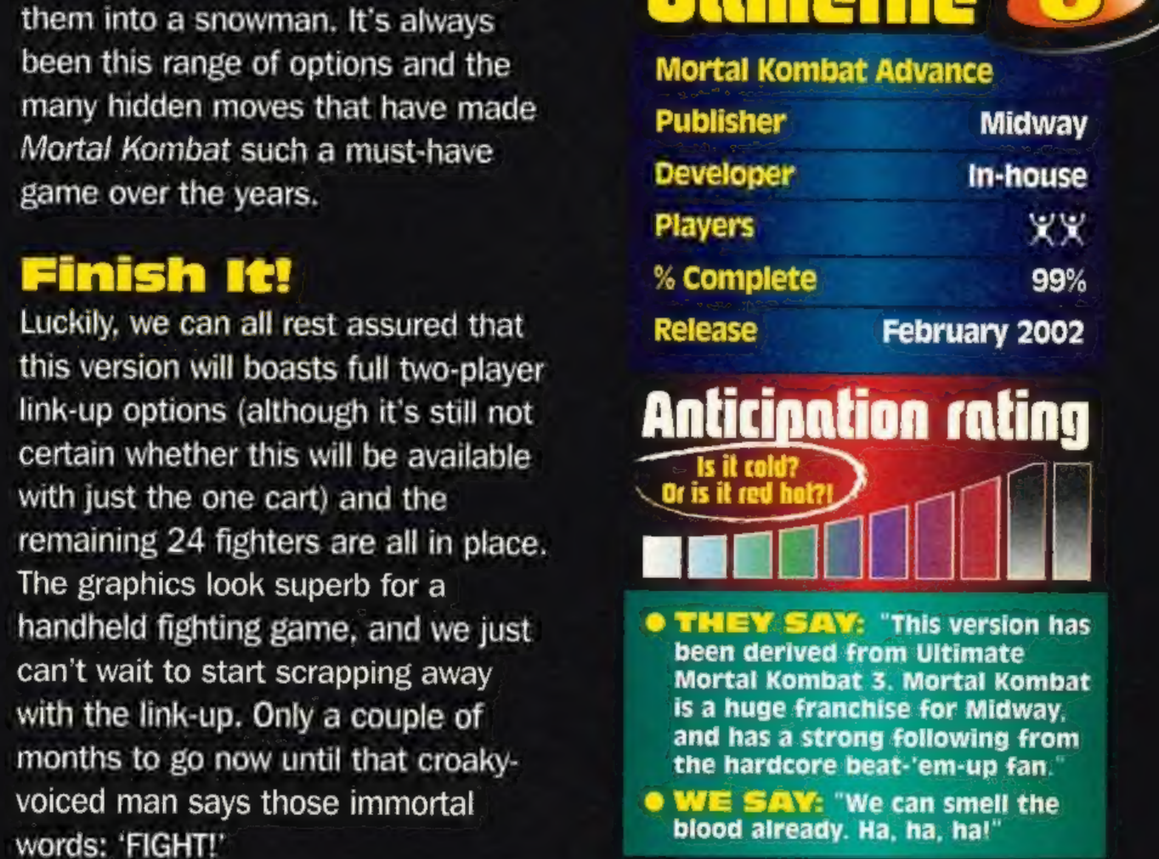
Mortal Kombat Advance	
Publisher	Midway
Developer	In-house
Players	1-2
% Complete	99%
Release	February 2002

Anticipation rating

Is it cold? Or is it red hot?!

- **THEY SAY:** "This version has been derived from Ultimate Mortal Kombat 3. Mortal Kombat is a huge franchise for Midway, and has a strong following from the hardcore beat-'em-up fan."
- **WE SAY:** "We can smell the blood already. Ha, ha, ha!"





Snoop!

TOTAL GAMES.net Snippets

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TOTAL GAME BOY Charts

What's hot and sizzling courtesy of Chart Track!

1. Harry Potter™ And The Philosopher's Stone — EA Games
2. Pokémon Crystal — Nintendo
3. Bugs Bunny Crazy Castle 4 — Kemco
4. Tweety's High Flying Adventure — Kemco
5. Pokémon Gold — Nintendo
6. Scooby Doo: Classic Creep Capers — THQ
7. Super Mario Bros DX — Nintendo
8. Pokémon Silver — Nintendo
9. Shrek — TDK
10. Legend Of Zelda: Oracle Of Ages — Nintendo

TOP GAME THIS ISSUE!

Harry Potter™: Philosopher's Stone

1. Harry Potter™: Philosopher's Stone — EA Games
2. Mario Kart: Super Circuit — Nintendo
3. Warioland 4 — Nintendo
4. Super Mario Advance — Nintendo
5. WWF Road To Wrestlemania — THQ
6. Spyro: Season Of Ice — Vivendi Universal
7. Tony Hawk's Pro Skater 2 — Activision
8. Doom — Activision
9. Rayman Advance — Ubi Soft
10. Super StreetFighter II: Turbo Revival — Ubi Soft

Hark! The Charlie's Angels Thing!

Miniature beauties kick GB Ass!

Despite the fact that Ubi Soft has some of the biggest names in movie history on their list of videogame licences (*ET*, *Planet Of The Apes*, *Batman*, *Crouching Tiger: Hidden Dragon* and, er, *Men In Black*) it's certainly hit the jackpot with its latest acquisition: *Charlie's Angles*!

You will get the chance to join the legendary glamorous taskforce, playing as either Natalie, Dylan or Alex in their usual high-kicking, lip-smacking, heavily accessorised adventures when it finally crops up some time soon for the Game Boy Advance. The movie was a massive success, so hopefully we can expect similarly unmissable action in this game – well, who cares? We've always wanted our own miniaturised Cameron Diaz.

Over The Top, Lads?

War is hell for little green men.

We thought *Army Men Advance* was a great game, despite the fact there were only enough levels to keep you busy for half an hour. Surprisingly, for this miniaturised military jaunt, 3DO has decided to go back to the old GBC version of the game, with tiny but realistic design and missions, instead of the fun cartoony style we all celebrated.

Having played it, we can tell you that there's a lot of impressive detail on this little cart, with very swish visuals, but you'll have to wait until next issue for our full, exclusive review.

TOTAL GAME BOY Gamefile No 8

Army Men: Operation Green	
Publisher	3DO
Developer	Pocket Studios
Players	
% Complete	100%
Release	February 2002

Anticipation rating

Is it cold? Or is it red hot?!

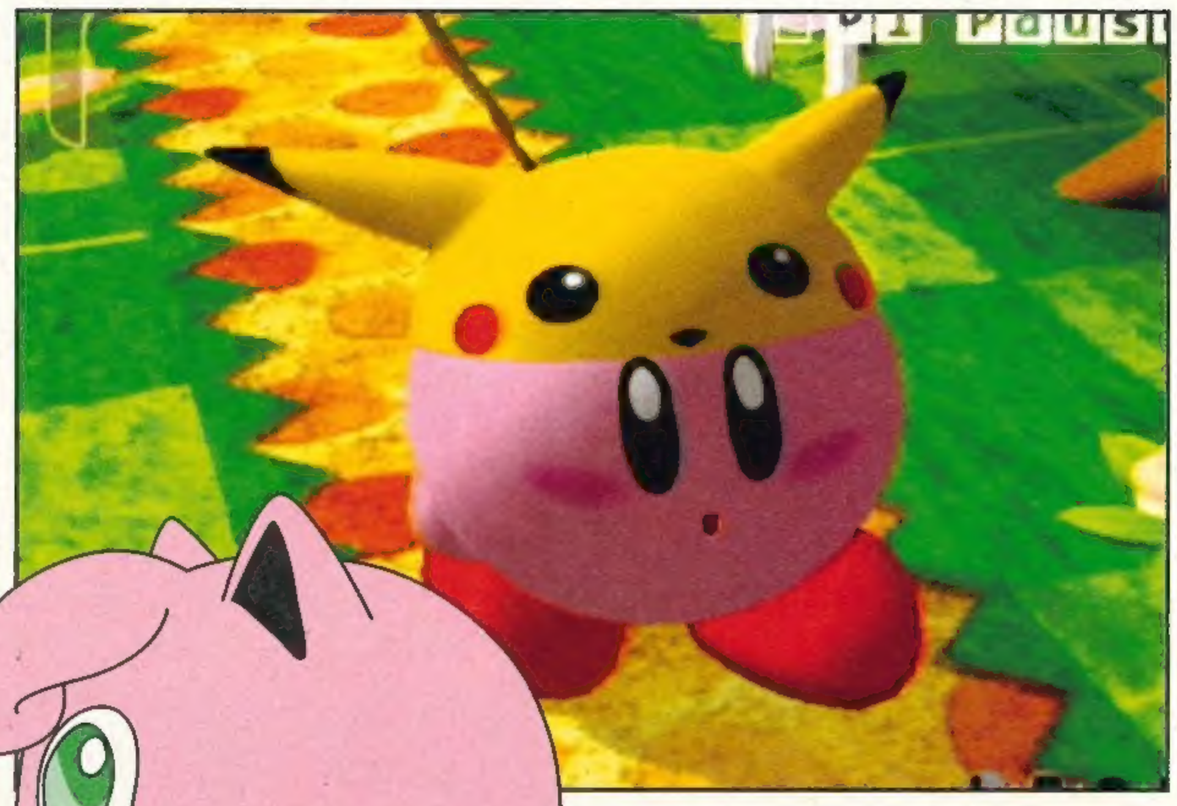
- **THEY SAY:** "This handheld epic will combine arcade fun with Nintendo's enhanced graphics and processor speeds to guarantee plastic explosive action."
- **WE SAY:** "The lack of link-up is a letdown, but we're gunning for this one all the way!"

Tennis: The Next Generation

Woolly balls all round on the GBA.

Tennis fans who've explored every single avenue of classic GBC adventure *Mario Tennis* (okay, so it's only been out a year, but it's still a classic!) will be pleased to note that the first GBA tennis offering will be on the shelves in February. *Next Generation Tennis*, developed by sports geniuses Spark Interactive, will give players the amazing option to play a great game of doubles thanks to four-player link-up, with only one cartridge! Add to that loads of game options and superb graphics, and it's certainly one to salivate over, even if you don't dig tennis!

Big Boys Battle!



What's this Super Smash Bros all about then?

It was two years ago that Nintendo released its multiplayer fighting game, *Super Smash Brothers*, onto the N64. Now the whole gang is back for the biggest scrap ever on the GameCube! Obviously Mario is there, as are Yoshi and Princess Peach. So too is Star Fox favourite Fox Mcloud, and even Samus from the Metroid games gets to do a bit of blasting. However, Pokémon fans will be on the lookout for everyone's favourite Pokémon, Pikachu, who is there along with Jigglypuff, Mewtwo and Pichu for company, all ready to duke it out with Ninty's finest. Only Pikachu is selectable from the start, though – as with other secret characters, including Ganondorf, Luigi and Young Link, you'll have to complete various parts of the game to unlock the other Pokémon. There are even rumblings that it may link-up somehow with *Mario Advance 2* (hence the new shots!) but we'll have to see...

One of the best things about the game is the way that you use power-ups to help you to win the battles, including a vicious Poké-ball. If you can manage to grab one before your opponents get to it (or it just disappears) you will unleash a little Pokémon onto your opponents – including, Cyndaquil, Venusaur, Blastoise, Bellossom, Chikorita, Togepi, Wobbuffet, Chancey, Suicune, Moltres, Zapdos, Articuno and Unowns – if only for a little while...

Each character has their own special bonuses. Samus and Fox have guns, Jigglypuff can fly and Pikachu has a lightning attack. However, we rather like Kirby! He has the ability to eat his opponent and then starts to look and act like them. It's really cool when Kirby swallows Pikachu – check out the shot and you'll see what we mean! Is this a new Pokémon? Pikaby or Kirbachu? Any which way, this is an amazing celebration of everything that Nintendo stands for – fun, fun and FUN! And a little bit of violence. Bet you can't wait...

GBA AND GAMECUBE!

We're still to see the full extent to which using the GBA as a GameCube controller opens up these amazing new games, but we do have an official list of all the GameCube games that will be able to interact with Game Boy Advance titles...

- ***Kirby Tilt 'N' Tumble/Kirby* TBC**
- ***Sonic Advance/Sonic Adventures 2***
- ***Animal Forest* (Plus) on both GameCube and GBA**

There's still a lot of mystery as to how this is all going to work, but we'll soon see when *Sonic* is finally available to buy! This is the right place for all the latest, as soon as it's available!

Snoop!

TOTAL GAMES net Snippets

Get all the latest Game Boy stories at www.totalgames.net

Nintendo Rules The World: It's Official

GameCube wipe the floor with nerdy rivals!

There's more than enough reason this Christmas for Nintendo to be drinking a celebratory hot toddy – with the GameCube officially rated as the fastest-selling console in US History, and *Luigi's Mansion* feted the most popular launch game ever! Outselling Bill Gates' Xbox two to one, the little blue marvel won't be out here until the spring, but it'll be interesting to see how it fares this side of the Atlantic!

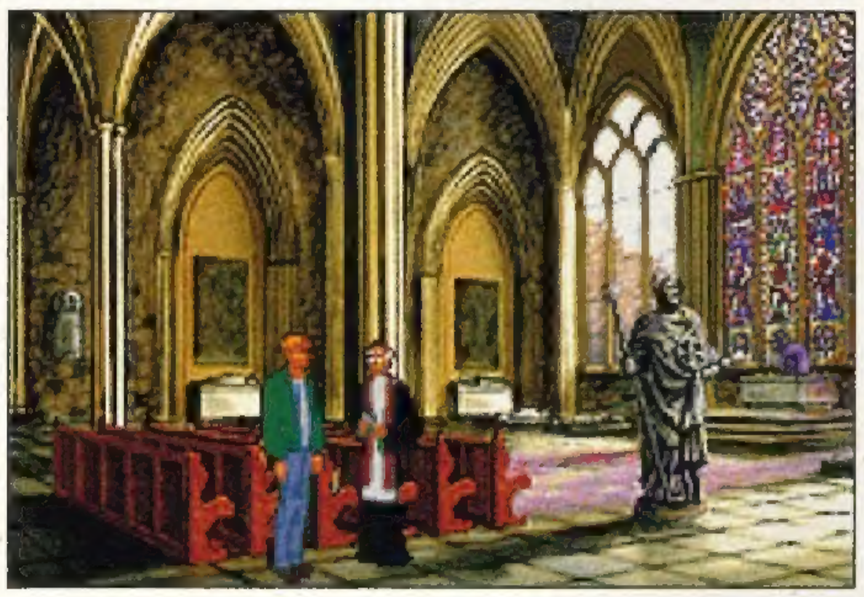
Get The Sticky Tape, Mutha!

Broken Sword swipes onto the GBA.

This point-and-click graphic adventure was rather successful in Europe, but failed to set the PC gaming world alight. Still, the PlayStation version sold well and this GBA conversion looks pretty darn amazing. And so it should – it's coming from bam! Who has proved in the past that it knows how to put together a satisfying GBA package.

If these magnificent shots leave you a little in the dark, it may be worth knowing that the action of the game follows 'George Stobbard and Nico as they team up to thwart the cataclysmic climax to a conspiracy that has run through the centuries'. So it's not a comedy then.

But who cares, you can tell from even a brief play of the existing code that this is an amazingly close conversion, and will stretch the GBA's capabilities to the max, which is more than you can say for most Advance titles so far. The original music (by *Inspector Morse* composer Barrington Pheloung) is in place, and the action, dialogue and challenges will ape the PlayStation and PC versions extremely closely. Adults of all ages should be counting the days for this one.



TOTAL GAME BOY Gamefile

Broken Sword: Shadow of the Templars	
Publisher	bam!
Developer	Revolution
Players	1
% Complete	75%
Release	February 2002

Anticipation rating

It is Cold? Or is it Red Hot?!

- **THEY SAY:** "Locations, puzzles and characters are being recreated from the PC version. bam! is striving to deliver the same engrossing gaming experience to a handheld audience."
- **WE SAY:** "A game of this nature is going to have to be massive to earn its high price tag. Fingers crossed!"

One Man And His GBA

More Japanese craziness - and we have the shots!

Empire Interactive has been busy badgering away on this... a sheep-herding simulator. We don't know quite what to say, but judging by the size of the little kid's eyes, *Sheep* (a nice, straightforward title!) must be very Japanese inspired, which means that it's bound to be loopy. And loopy is always the way to go, so we're really looking forward to this one. I must buy a whistle.

IT'S COMING...

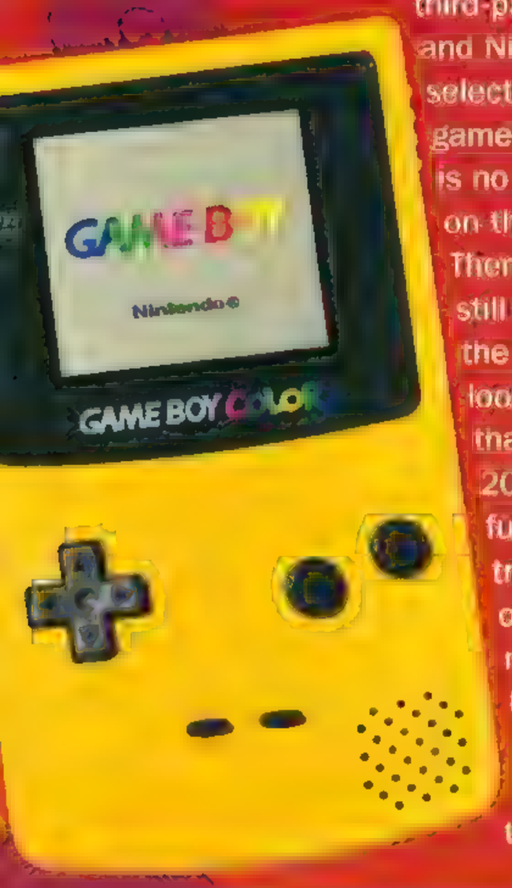
XBM

XBOX

OUT NOW

A Year In

Twelve months is a long time in the life of a games console and the Game Boy has made huge leaps forward this year in both technology and software. With plenty of third-party support and Nintendo's own selection of great games, there really is no better console on the market. There's plenty more still to come and the games are looking better than ever. Before 2002 gets into full swing let's treasure a few of the most memorable handheld highlights from the past twelve months.



First Quarter

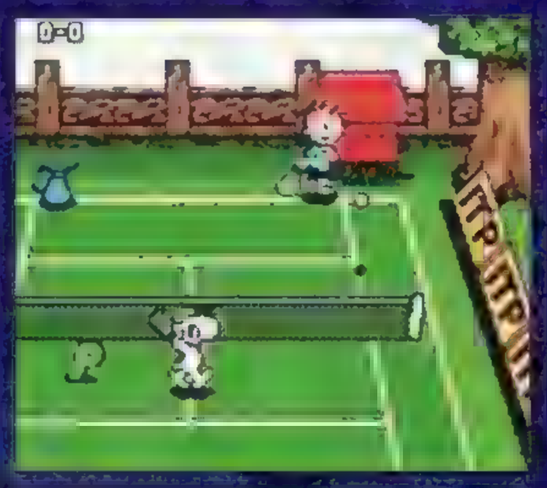
With all the games manufacturers competing for the Christmas number one, the first few months of 2001 were a little quiet. There were a few surprises for Game Boy fans everywhere when *Mario Tennis* arrived and sent us spinning into an early build-up for Wimbledon. Among the other big games launched in these first few months were *Lego Stunt Racer* and the eagerly awaited Amiga classic *Cannon Fodder*.

Second Quarter

Easter arrived and with it came a whole feast of delightful games for your favourite console. Another 101 new Pokémon arrived in the form of *Pokémon Gold* and *Silver* and Mat Hoffman showed us all how to ride a BMX. Disney came back to the small screen with *Alice In Wonderland* and *Mickey's Speedway USA*, and (at last) *Harvest Moon 2* became available for all the fans of the farming classic.

Review

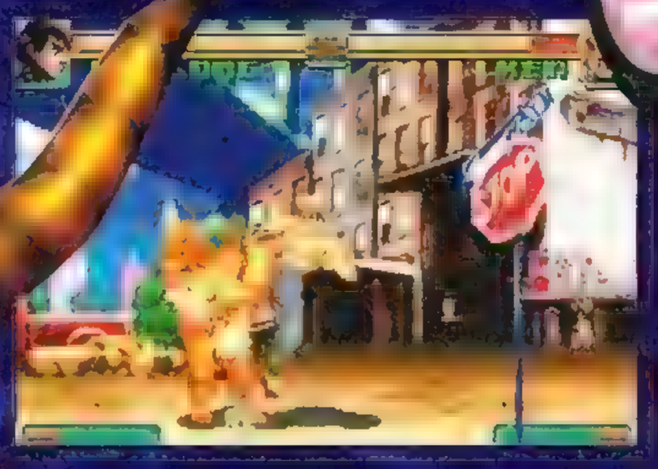
Third Quarter

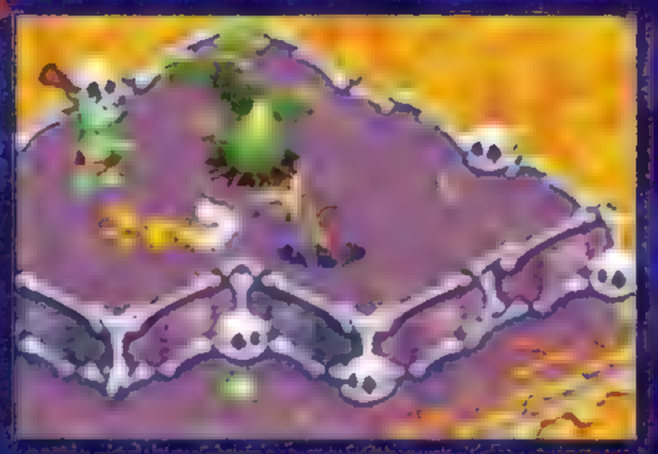


After all the months of waiting, the Game Boy Advance finally arrived and opened up a completely new chapter for handheld gaming. The 32-bit processor produces a wonderful crisp image and the developers had been hard at work getting games ready for the big day. Among the highlights of the launch were *Super Mario Advance*, *Tony Hawk's Pro Skateboarding 2* and a brand-new *Castlevania* adventure. The Game Boy Color was not too overshadowed by the new arrival and also grabbed a few Hum Dingers, with *Colin McRae Rally* and *Snoopy Tennis* both getting excellent reviews.

Fourth Quarter

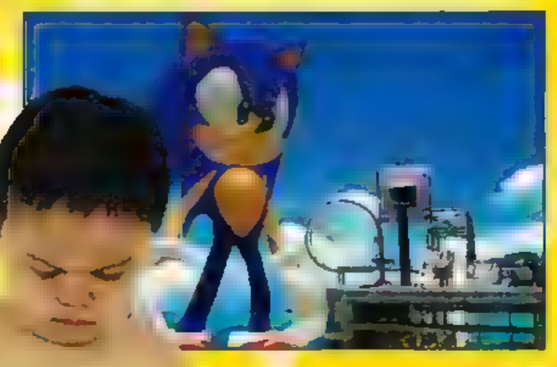
There were just so many brilliant games released in the last part of the year and plenty of titles made it to the shops in time for Christmas. *Mario Kart Super Circuit* finally arrived after what seemed like months of waiting and *Spyro The Dragon*, an old PlayStation favourite, made a very impressive debut on the Game Boy Advance. *StreetFighter* made a comeback and Harry Potter took centre stage everywhere. Among the other magical handheld moments were the arrival of the new *Zelda* adventures and also *Pokémon Crystal* on the Game Boy Color.





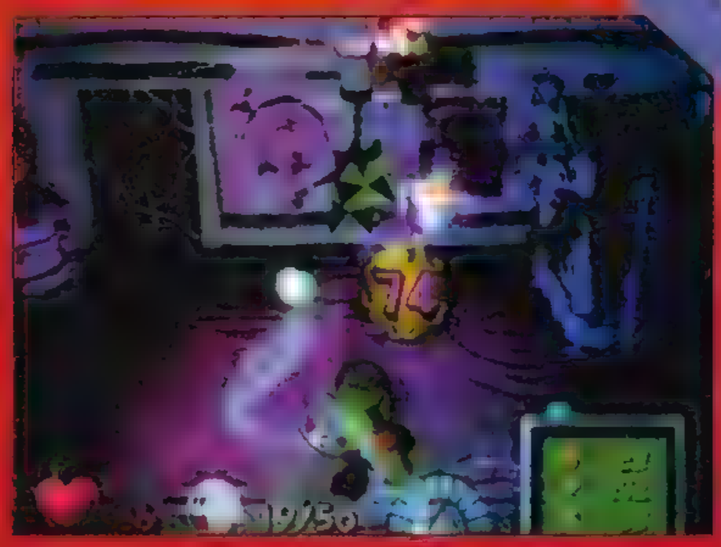
We Want More!

The Game Boy Advance is only six months old, but we have seen some fantastic games hitting the shops already. What is even more mouth watering is the prospect of what lies ahead for the new console. Rare's quartet, including *Diddy Kong Racing* and *Banjo Kazooie*, are on their way and one of Sony's long-standing heroes, *Crash Bandicoot*, will be making an appearance on the GBA. We also can expect the UK launch of GameCube and even more top quality games. Bring it on Nintendo, we want more!



Get Yourself Connected!

Nintendo's latest dream console the GameCube has been designed to work in harmony with the Game Boy Advance. There have already been two confirmed releases that will make use of this compatibility, which are SEGA's mascot Sonic and Nintendo's very own pink puffball Kirby. More announcements are expected in the New Year, so stick with Total GB, and we'll bring you the full details... when they happen!



Top Ten GBC Games Of The Year!

1. Pokémon Gold and Silver
2. Mario Tennis
3. Mat Hoffman Pro BMX
4. Donkey Kong Country
5. Colin McRae Rally
6. Chicken Run
7. Harvest Moon 2
8. Mickey's Speedway USA
9. Lego Stunt Racer
10. Cannon Fodder

Top Ten GBA Games Of The Year!

1. ISS
2. Spyro Seasons Of Ice
3. Mario Kart Super Circuit
4. Tony Hawk's Pro Skater 2
5. Super StreetFighter II Turbo Revival
6. Lego Island 2
7. Bomberman Tournament
8. Back Track
9. Super Mario Advance
10. Harry Potter

BIGGER

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Get more from your Game Boy Advance with these killer new accessories from Gamester

Now you can take your gaming to a new, big-screen level. Fit the Gamester **Pro-Fold Light Mag** and your screen appears one and a half times larger! So you'll see all the action bigger and brighter than ever before. What's more, the unique custom-fit design folds flat to actually protect your Game Boy Advance.

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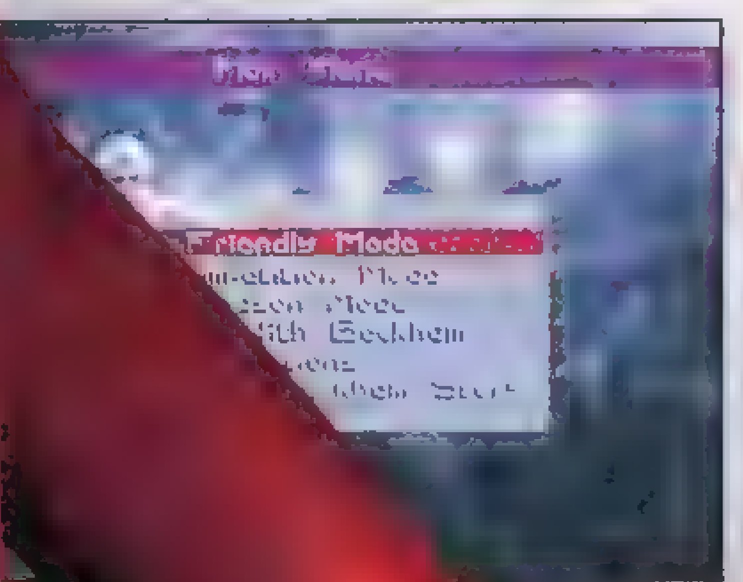
THE UNFAIR ADVANTAGE

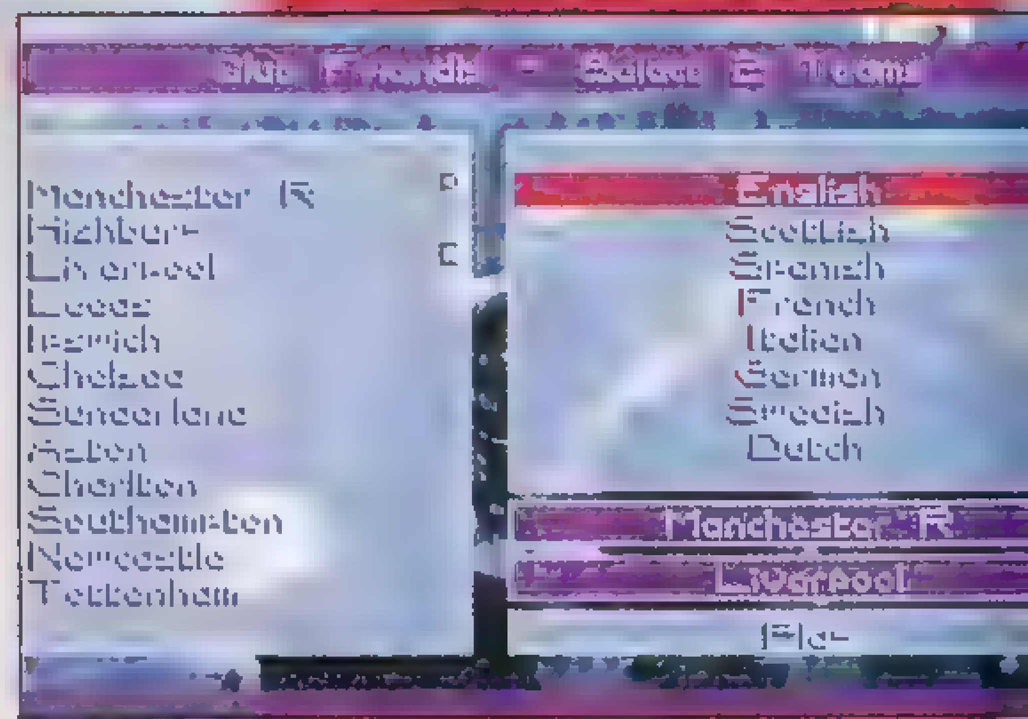
David Beckham Soccer

He's the best footballer this country has produced since Best – but can his game cut it on the GBA?

Yes, finally we have the chance to carry the country's greatest footballer around in our pockets – but the question is, should we really bother?



David Beckham Soccer is a welcome addition to the footy market, which has been dominated by just two giants, *International Superstar Soccer* and *FIFA*. Rage's brilliant arcade-style kick about should change all that, as this really is a fast and highly addictive football extravaganza!



Good Shot

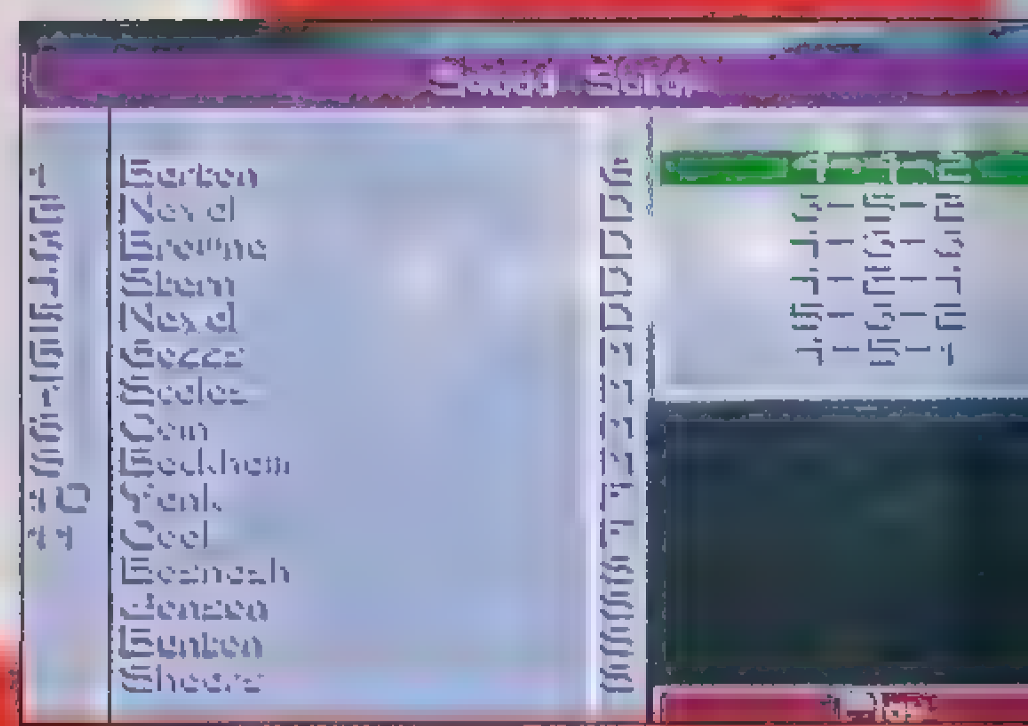
David Beckham Soccer has a top-down view that is similar in style to the classic *Kick-Off* games of the Eighties, although the players are more detailed here and you'll need more skill in order to get those goals. Luckily, the game features an extensive Training mode, where you can learn exactly how to pull off the best free kicks etc, etc – so playing through this should prepare you for the huge number of modes in the main game. Whether you want to play a single kick about game or trawl through a whole competition, *David Beckham Soccer* has it all.

On Target

The graphics are very clear and colourful, and the GBA screen allows you to see a considerable amount of the pitch at any one time – and so you can plan all those fancy moves that you learnt during your training!

Add to all this The David Beckham Story (which gives you all the info on the great man himself) and you have a brilliant arcade/sports title that certainly deserves a place in your GBA. This one definitely collects all three points!

Giant Tony



Becks Ain't Human!

The adverts put together by Rage to plug their footy game are brilliant. Our boy David is scanned and a new version is recreated – a mutant Beckham with a Joypad port in his head. Rumours that Victoria didn't noticed the difference have been fabricated for the sake of a good joke.

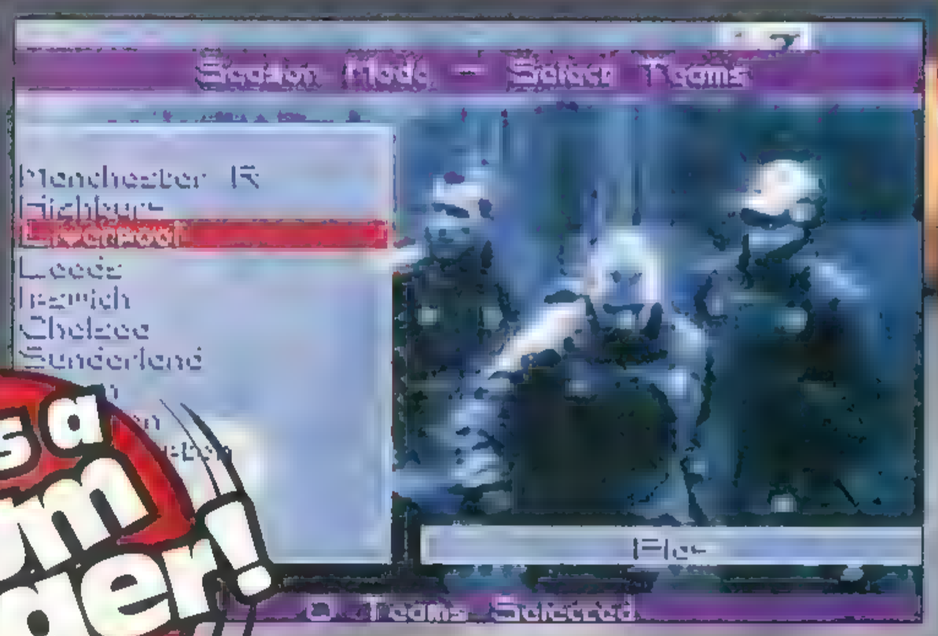
In my opinion...

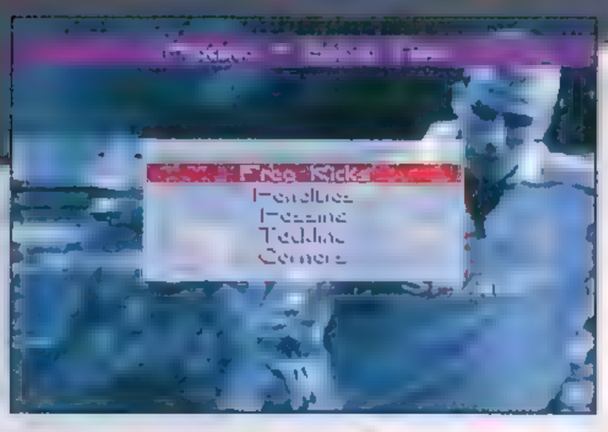
Wow! This game is all the Rage!

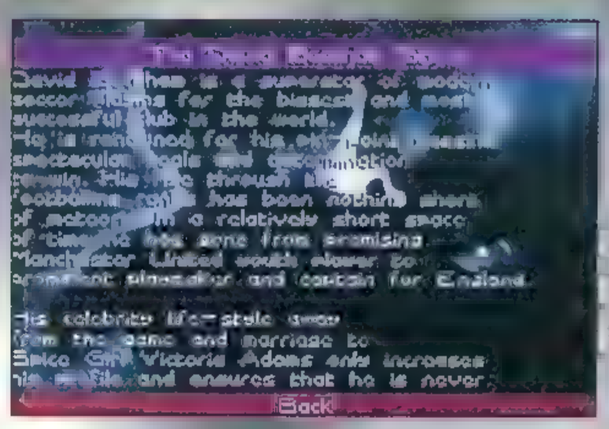
We got a very early sneaky peak at this game months ago and we did the usual excess nodding while looking at the primitive blobs and that, but to have this game in your collection is another thing altogether. Whether you're a fan of Beckham or not, this is an invigorating diamond of a footie game with everything you need for a smash hit. The boy done good. **Simon**

The ref blows the whistle and suddenly all 22 players are transfixed by the ball's beauty.

I bet those three David Beckhams have a good old laugh about days of yore when they get together.







it's a Hum Dinger!

TOTAL GAME BOY Verdict

Price	£34.99
From	Rage
Released	Out now
Genre	Football
Players	
Web	www.rage.com

Extras
✓ Link-up ✗ Battery save
✓ Passwords ✗ Mobile Link

Slick Kick

- Good graphics.
- Loads of different gaming modes.

Beck Heck

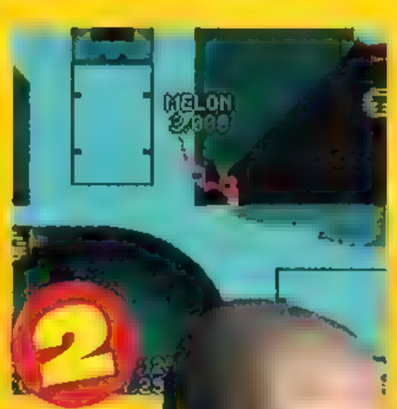
- Old-style gameplay that may not be the FIFA fan's choice.
- You don't get to play as Victoria as a bonus...

"Whether you want to play a single kick about game or trawl through a whole competition, David Beckham Soccer has it all"

Sport-tastic

If you like sports games, why not check out these other titles for your GBA and GBC. Here's our favourite five that are endorsed by top sportsmen:

No.	Title	Console	Reviewed issue	TGB Rating
1.	Mat Hoffman's Pro BMX	GBC	18	97%
2.	Tony Hawk's Pro Skater 2	GBA	19	94%
3.	Colin McRae's Rally	GBC	20	90%
4.	Steven Gerrard's Total Soccer	GBA	22	85%
5.	Jeremy McGrath Supercross	GBC	09	71%



In my opinion...

Some of the crowd are on the pitch!

Well, I've gotta hand it to Rage, this game's a blinder! Great graphics, loads of different competitions – once you've played it you won't put it down. And looking at the group England's drawn for the World Cup (Nigeria, Argentina and Sweden?!?!), you'll be better off playing this than watching the matches (and David) on TV next summer. A must for all footie, sports and Beckham fans!

Rush

He's football crazy, football mad... and so are we!

Or you could try...

International Superstar Soccer
From Konami

The king of the football game continues to shine, even in portable form!

Graphics ★★★★
Brilliantly, colourful and clear. Simple, but incredibly effective!

Sound ★★
Nothing special here, the usual whistle effects are about as good as it gets.

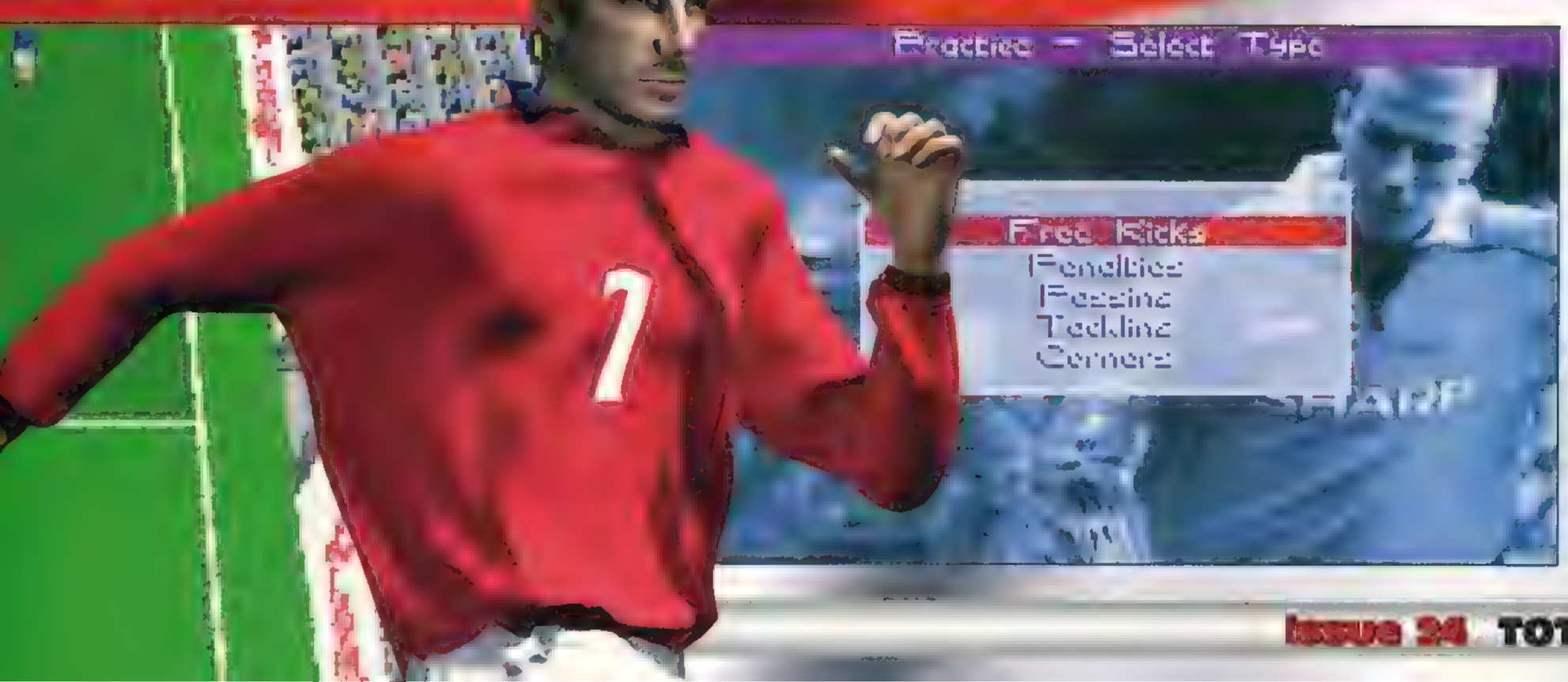
Playability ★★★★
Once you pick up the game, you'll want to just keep on playing!

Lastability ★★★★★
With all the different competitions available, you won't stop...

Final Rating

90

"David Beckham has come up to the penalty spot and scored a blinder – this is what football is all about!"



Resident E

First it was on and then it was off. Finally, however, Game Boy Color owners can get to grips with the Resident Evil experience. Best don those brown trousers.

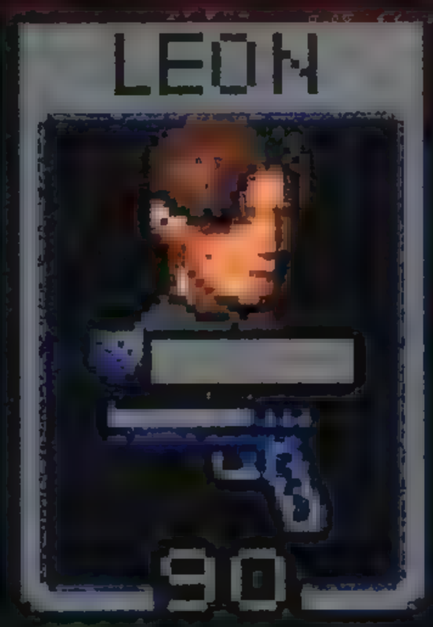
It seems like donkeys years since Capcom announced it was bringing *Resident Evil* to our beloved GBC. Anyway, after a massive wait we can finally indulge in some zombie-mashing action on our favourite handheld. First things first, if you're expecting a direct port of any of the previous *Res Evil* games then you'll be in for a bit of disappointment. You see, this is an entirely new adventure, designed especially for the GBC. You control Barry Burton (Bazza appeared in the original PSone *Resident Evil*) a hard as nails special agent who has been called in to investigate some mysterious goings on, on a pleasure cruiser called 'The Starlight'.

Once on board, it doesn't take long before you work out that something has gone horribly wrong. The crew of the ship and the passengers have all been transformed into flesh hungry members of the undead.

The root of the problem can be traced back to the B.O.W. (Bio Organic Weapon), it's your job to destroy the B.O.W., cleanse the ship of zombies and rescue any survivors. The action is viewed from a forced overhead perspective and involves exploring the ship, solving puzzles and (of course) blasting the zombies back to hell.

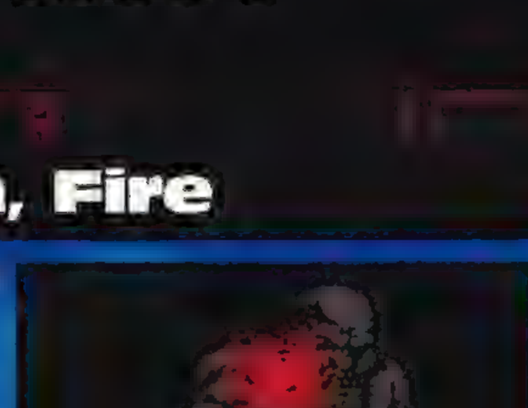
Monster Mash!

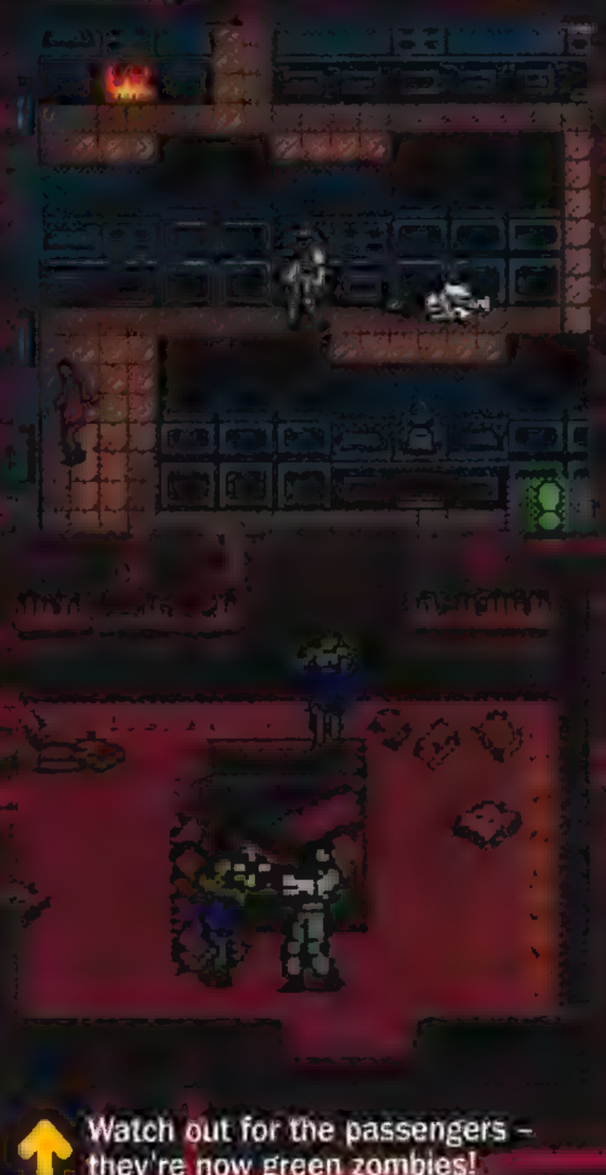
The combat system is really well designed, basically you target any bad guys on the screen and then your view switches to a first-person-view. Here you can see the zombie(s) up close. At the bottom of the screen is a line with a



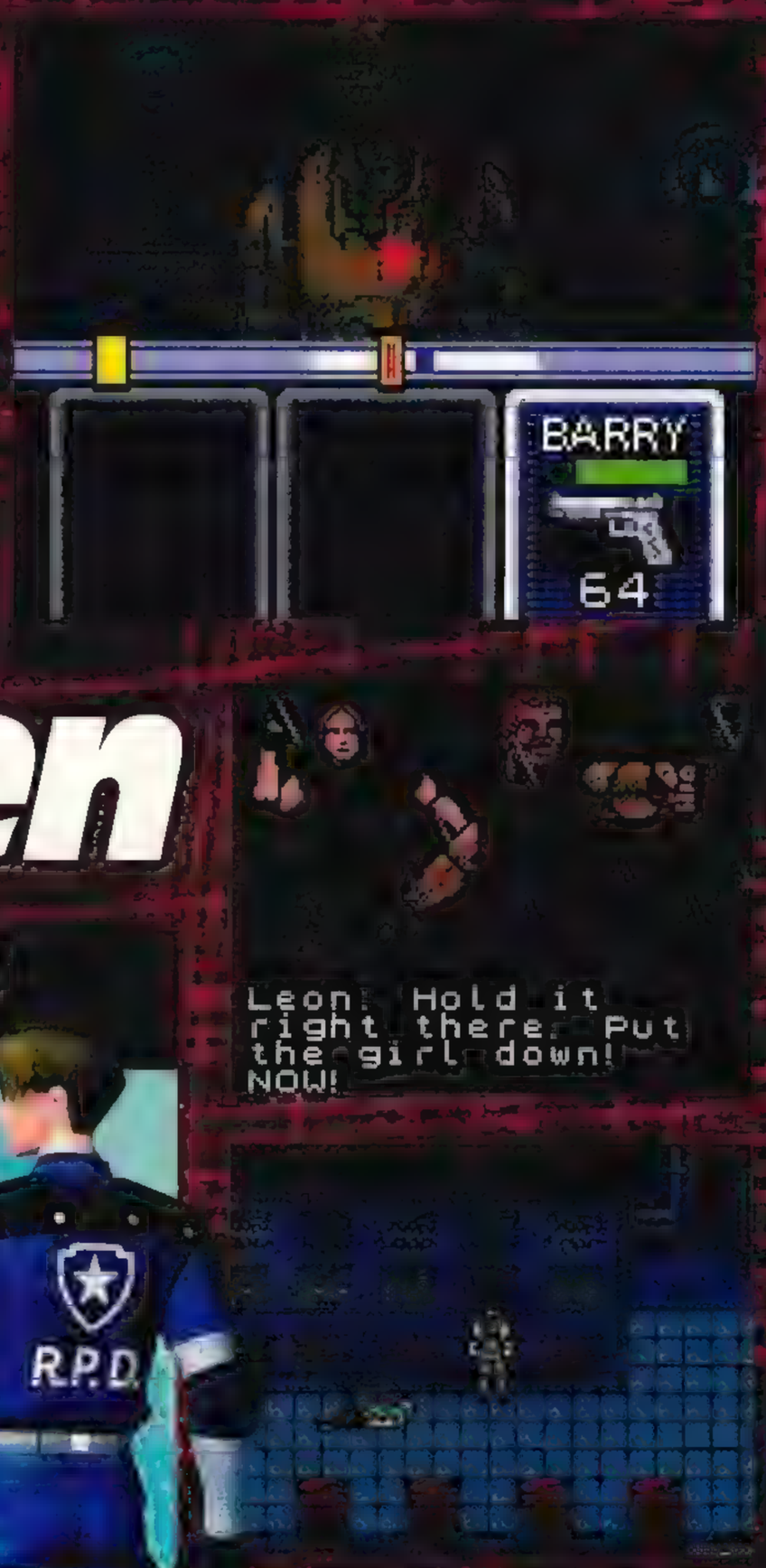
Ready, Aim, Fire

The combat system used in the game is excellent. Once you spot a zombie simply target your crosshair over them and the action will switch to a first person viewpoint. A small marker will move quickly across a line at the bottom of the screen. You must stop it on a highlighted zone to hit the bad guys successfully. Remember the further away you were from the zombies the faster the marker moves. Tricky.

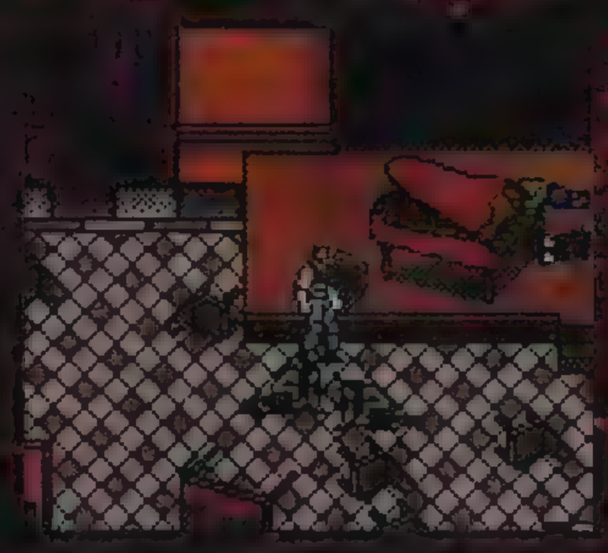




Watch out for the passengers – they're now green zombies!



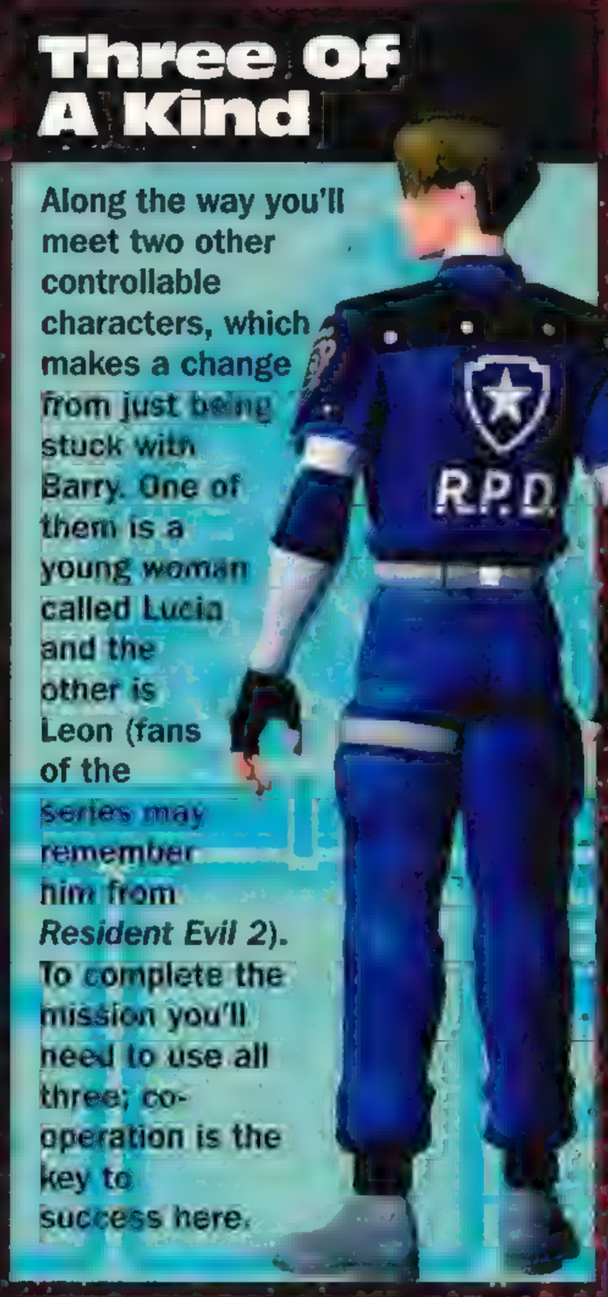
Evil Gaiden



marker rapidly moving sideways. Along the line are hit points, by stopping the marker on these you can fire shots at the zombies. Spot-on timing is required and if you take too long the zombies grab hold of you and take a bite (ouch). *Resident Evil Gaiden* looks nice, has a gripping story line and will keep you glued to your GBC for hours. If you're after a title that will send shivers down your spine then this should be your next purchase. Who knows, this may be the only time you get to play *Resident Evil* on the handheld system, so make the most of it.

Giant Tony

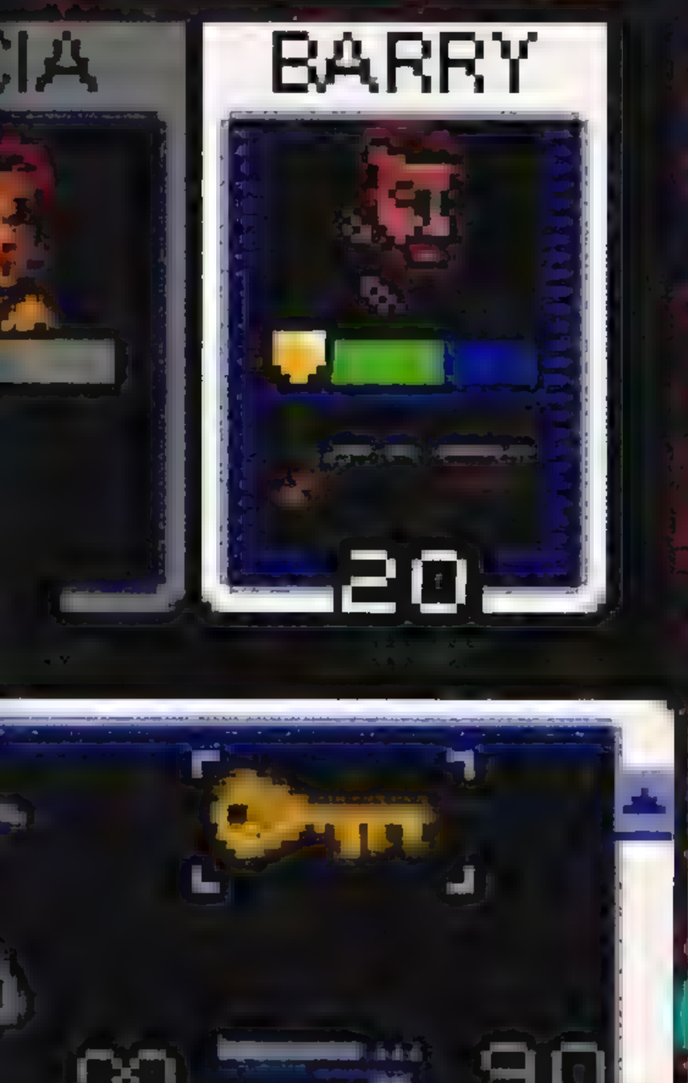
Three Of A Kind

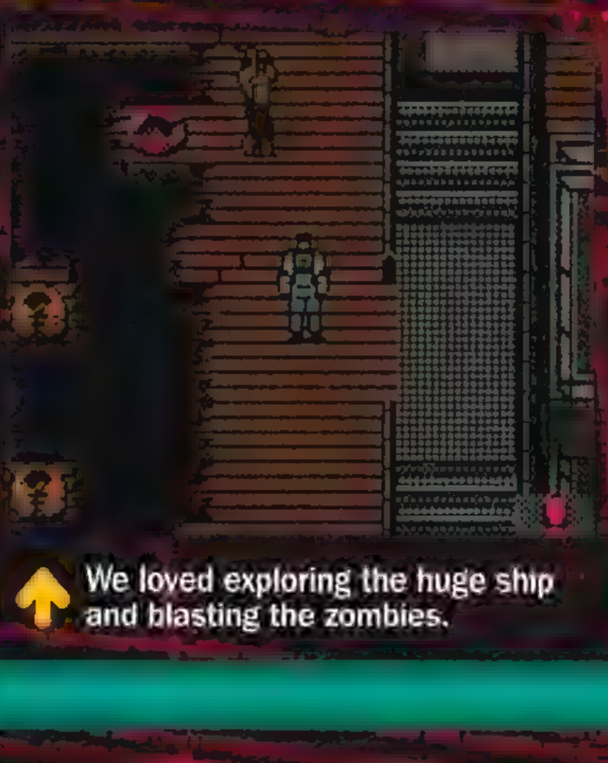


Along the way you'll meet two other controllable characters, which makes a change from just being stuck with Barry. One of them is a young woman called Lucia and the other is Leon (fans of the series may remember him from *Resident Evil 2*). To complete the mission you'll need to use all three; co-operation is the key to success here.

You'll not get bored, gameplay's fun and there are great puzzles too.

"Resident Evil Gaiden looks nice, has a gripping story line and will keep you glued to your GBC for hours"





We loved exploring the huge ship and blasting the zombies.

In my opinion...

This is survival horror at its scariest.

I never thought we'd see *Resident Evil* on the GBC, but here it is. This is an absolute blast. Exploring the massive ship will keep you playing this for ages and blowing away the foul zombies never gets boring. *Resident Evil Gaiden* has great looking graphics and gameplay to match. Horror fans shouldn't be without this.

Simon

TOTAL GAME BOY Verdict

RESIDENT EVIL GAIDEN

Press Start

Price	£24.99
From	Virgin
Released	Out now
Genre	Action/adventure
Players	
Web	www.virgininteractive.co.uk

Extras

✗ Link-up ✔ Battery save
✗ Passwords ✗ Infrared
✗ Printer ✗ Rumble Pak

Guts Galore

- Finally, GBC owners can enjoy their very own Resident Evil game!
- Blasting the zombies is a right old laugh and the puzzles are good too!

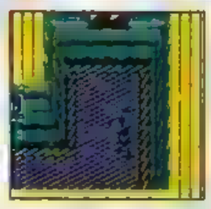
Total Bore

- The graphics and sound could have been a little bit better.
- If you've played other versions of Resident Evil this may be a disappointment.

Or you could try...

Perfect Dark
From Nintendo

One of the finest games available for the GBC. If you don't already own a copy, buy it now!



Graphics ★★★★
The combat sections are great.

Sound ★★★
The music and SFX are average.

Playability ★★★★
It's enjoyable and challenging.

Lastability ★★★★
There's a big challenge on offer here; completing your mission will take a good long time.

Final Rating

83

This is everything Evil fans could have asked for: guts, gore and lots of action.

The greatest enemy lies within thi self – and other RPG nonsense.

This guy may look scary, but actually it's just Philip Bohonfield in a costume. Which is scarier.

At last, after the mysterious cake, Ryo found himself too large to enter the cro

Breath Of Fire

The ageing Super Nintendo classic finally makes its way onto Nintendo's handheld – and it's a scorcher! But can it live up to Zelda?

Ah, the Final Fantasy comparisons. Like a RPG Essential Guidebook, but Actually Released Five Minutes Ago, Dragon Ball Breath Of Fire: Ahead Of The Game sees you taking the role of a young hunter who is forced into an epic quest to save the world from the dark forces of evil. It's a classic tale of good vs evil, set in a land of mystical creatures and dragons.

Turn, Turn, Turn...

As you'd expect from a RPG, you start off in your little village, but as the mission progresses you'll travel to many different towns and villages, each with its own people who may or may not be interested in helping you. Some will help you for free, while others will want you to do a little favour for them before they'll lend a hand. Fortunately, you're not alone in your quest, as you'll be joined by a number of companions along the way, each with their own unique skills and abilities. Some will be able to fly, others will be able to swim, and others will join your party and you will be able to use their powers at will.

Scorchio!

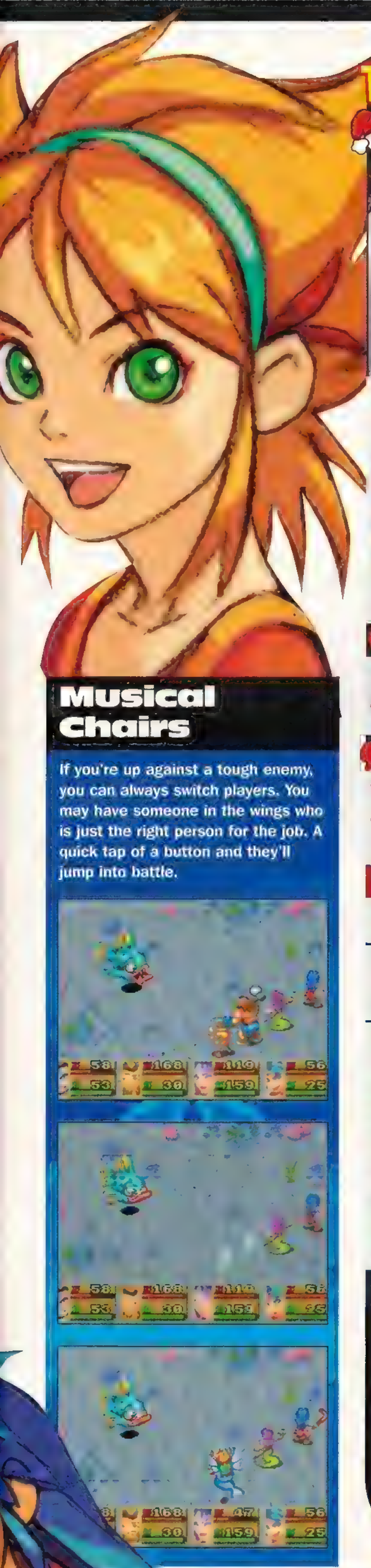
BOF is an epic, story that you won't want to put down. It has a rewarding blend of puzzles and combat, and the graphics are fantastic in every way. It's not quite as good as Zelda, but it's very close, and it's far better than Final Fantasy Legend and Dragon Warrior Monsters put together.

This style was taken to a whole new level in Zelda: Link To The Past. Where are the Pokémon graphics?

Combat is very similar to that in Zelda, too.

In my opinion...

It's chilly, but *BOF* will warm you up!



TOTAL GAME BOY

Verdict

Price	£34.99
From	Ubi Soft
Released	Out now
Genre	RPG
Players	
Web	www.capcom.com

Extras

✗ Link-up ✓ Battery save
✗ Passwords ✗ Mobile Link

Hot Pants!

- There's a huge, magical world to explore.
- Pick up multiple allies along the way.

Wet Pants...

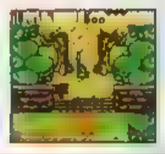
- It's no different from the SNES version.
- There's a fair bit of competition from other games at the moment.

Or you could try...

Zelda: Seasons

From Nintendo

Well... if it's a choice between the two, *Zelda* gets it I'm afraid – it's no competition really!



Graphics ★★★★
Crisp and colourful, but the GBA can do better.

Sound ★★★★
All the tunes from the original, but again, the GBA can do better.

Playability ★★★★
Once you get into the turn-based battle, you won't be able to put this game down.

Lastability ★★★★★
Adventuring on a grand scale – it'll last for ages!

Final Rating

88

"What are you doing!? Stop reading this, finish Zelda and grab Breath Of Fire! Well, go on then!"

Musical Chairs

If you're up against a tough enemy, you can always switch players. You may have someone in the wings who is just the right person for the job. A quick tap of a button and they'll jump into battle.

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- COVERS GAMES, MOVIE, TRADING CARDS, GADGETS AND MORE!
- EACH ISSUE HAS COOL POKÉMON POSTERS AND PUZZLES!
- INCLUDES EXPERT STRATEGY GUIDES TO PLAYING POKÉMON!

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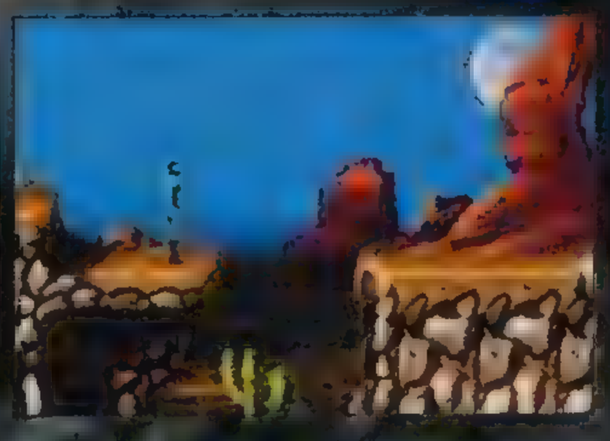
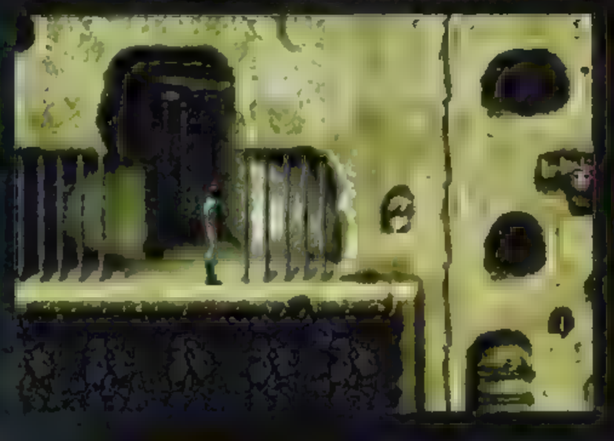




Planet Of The Apes

Primates with guns! Too much monkey business for the GBA?

This game sneaked out onto the shelves without much fuss, which begs the question: why wasn't it plugged a bit more? What's wrong with it? Actually, this cart contains quite a lot of surprises – and not all of them bad...

They Did It!

Firstly, it doesn't seem to be based on the recent Tim Burton movie at all, the scene being set by misty illustrations that places the original crash (that strands the hero on an unrecognisable planet peopled by upright primates) firmly in 1973. The game also has an eerie seriousness about it, more in line with the original French novel than any TV or movie version of *Planet Of The Apes*. However, there's a lot here that simply can't be taken seriously. The monkeys that amble amiably right and left waiting for you to shoot them never fail to raise a snigger, whereas the stupid password system and awful music are more likely to simply annoy you.

They Actually Did It, The Baskets!

What's also interesting is whether the game designers paid the creators of *Prince Of Persia* or not, as this side-scrolling platformer is practically identical to the Amiga classic. The main character animation is almost pixel perfect to *Prince of Persia*, with realistic hanging from cliffs, crouching, inching and, of course, falling to your death on pikes. But then *POP* has many fans, and there's no denying the interesting gameplay in *POTA*. Fans of the franchise may be disappointed, but anyone who wants to see a realistic, classic-style platformer on the GBA may get a lot out of the challenges here, if they can make out the tiny graphics.

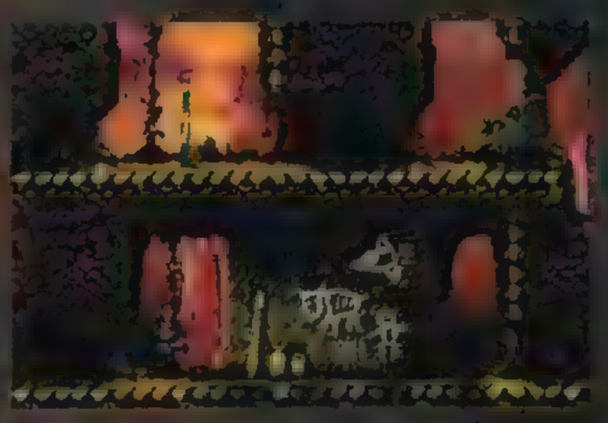
Jem

In my opinion...

Ooh-ooh-ooh, I wanna be like you-oo-oo...

Seeing as how the film was awful, there wasn't much to expect from this game... but it's actually not that bad. Sure, there are problems – the enemies are really stupid and the controls are a bit clunky, but it looks real pretty and is quite fun to play. It certainly isn't the greatest game around, but you'd hardly expect it to be...

Giant Tony



Oh look it's a man standing still in a strange place. Scintillating.

COR! It's a man standing still in the middle of nowhere! Extraordinary!

Universe Of The Apes

Based on an original novel by French writer Pierre Boulle, the first cinematic outing for the *Planet Of The Apes* was a smash-hit success in 1968. Starring Charlton Heston as the human astronaut stranded on the mysteriously primate-peopled planet, the movie was so successful it led to four sequels, a TV show and a cartoon. One of the biggest cult sci-fi favourites ever, *Batman* director Tim Burton took a massive risk earlier this year with his own 're-imagining' of the original story for the 21st Century. Most people hated the movie, but it was a darn sight better than any of the earlier sequels, so there.

TOTAL GAME BOY Verdict

PLANET OF THE APES

Price	£34.99
From	Ubi Soft
Released	Out now
Genre	Platform
Players	
Web	www.ubisoft.co.uk

Extras
✗ Link-up ✔ Battery save
✔ Passwords ✗ Mobile Link

Simian

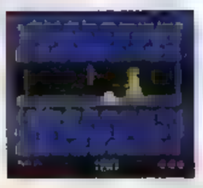
- Detailed, but tiny, graphics make it look surprisingly realistic.
- There are plenty of interesting, old-fashioned challenges to face.

Simpleton

- No link-up options makes this a one-play adventure, unfortunately.
- The password system is stupid: GAME DESIGNERS: THERE'S ALWAYS ROOM FOR A SAVE OPTION!

Or you could try...

Prince of Persia
From Red Orb



This one is much the same game, but with surprisingly few monkeys.

Graphics ★★★
Rather nice miniaturised action.

So ★★
Well worth turning down. At least there's an option.

Playability ★★★
Some interesting challenges, if you can see the tiny dangers.

Lastability ★★
It's a simple linear platformer, but worth renting.

Final Rating

72

"Could have been far worse – a treat for non-cutesy platform maniacs!"

Join Jackie Chan in fighting against the evil Dark Hand. He's so hard, he's even got cannons to blow 'em away with!

Jackie Chan Adventures

Everyone's favourite action star makes his small screen debut - get ready to kick some Chan!

Jackie Chan has always been a very animated actor, but recently he has become really two dimensional by starring in his own cartoon series *Jackie Chan Adventures*, which is now brawling its way onto the Game Boy Advance. But can Chan cut it with the big boys, or will he get slapped down?

Can Chan

The story finds our boy Chan searching for a number of magic scrolls, which will help him destroy the evil Dark Hand organisation that is attempting to take over the world. By acquiring these scrolls, the already athletic Chan can perfect loads of new fighting moves, which you can use to kick oriental butt!

Chan-el No.5

Gameplay resembles classic side-scrolling fighting titles such as *Streets Of Rage* and once you start playing, you'll be hooked on the classic arcade-style action. Sure there is nothing really original here, nor does the action throughout the game vary dramatically, but *Jackie Chan Adventures* is still lots of fun. Interactive scenery finds you attacking foe with vases, umbrellas and wood and so only the strongest fighters will survive. This is certainly worth grappling for!

Giant Tony

"Ha, take that you! I'm gonna poke you with my long stick!"

In my opinion...

Chop Suey!

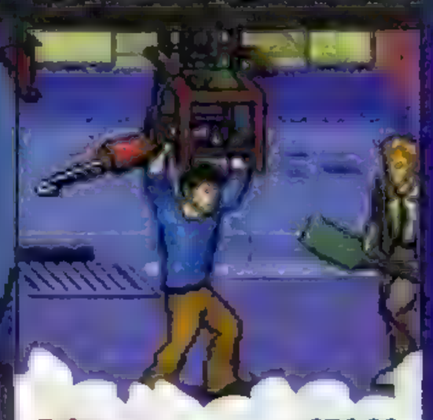
This game's pretty big, to say the least! It will keep you busy for hours on end. Although it is not exactly the most original game we've ever seen, it's good fun and somewhat novel in the weapons it offers you to fight with (umbrellas?!). A worthy addition to any collection.

Russ

Chan's The Man!

For those who don't recognise that little pixellated fella, let us fill you in... Jackie Chan was unfairly thought of as the poor man's Bruce Lee until he achieved incredible Hollywood success and became a massive box office draw. *Rush Hour* and its sequel are two of the biggest action movies of recent years and their success brought Chan the ultimate accolade – his own animated show.

TOTAL GAME BOY Verdict



Price	£34.99
From	Activision
Released	Out now
Genre	Beat-'em-up
Players	
Web	www.activision.com

Extras

✗ Link-up ✔ Battery save
✗ Passwords ✗ Mobile Link

Chan Fan

- Huge levels with plenty of enemies.
- A decent number of different moves to learn and master.

Jack Slack

- The gameplay does get rather repetitive.
- Bosses can become infuriatingly difficult.

Or you could try...

StreetFighter
From Capcom

The king of fighting games recently burst onto the GBA and is as brilliant as we had hoped.

Graphics ★★★★
Nice cartoon style that's very much in keeping with the animated show.

Sound ★★
Not a lot to write home about here, alas.

Playability ★★★★
Despite a lack of variety, the gameplay is fast and frantic and fun.

Lastability ★★★★
The levels are massive and the bosses are very challenging. Plenty to master.

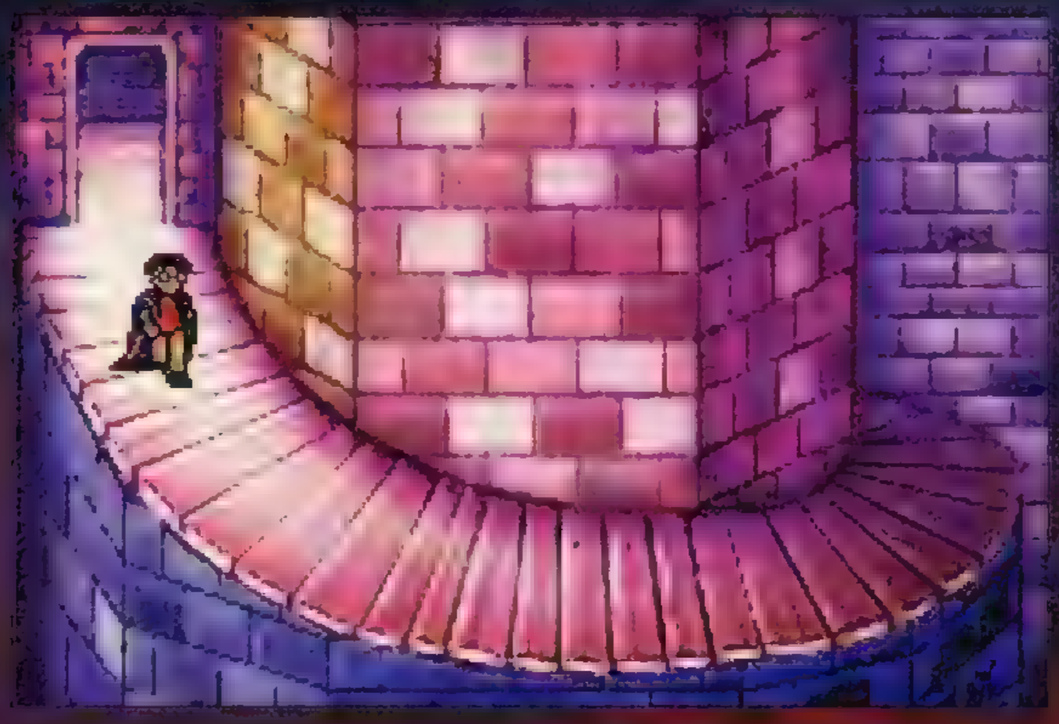
Final Rating

83

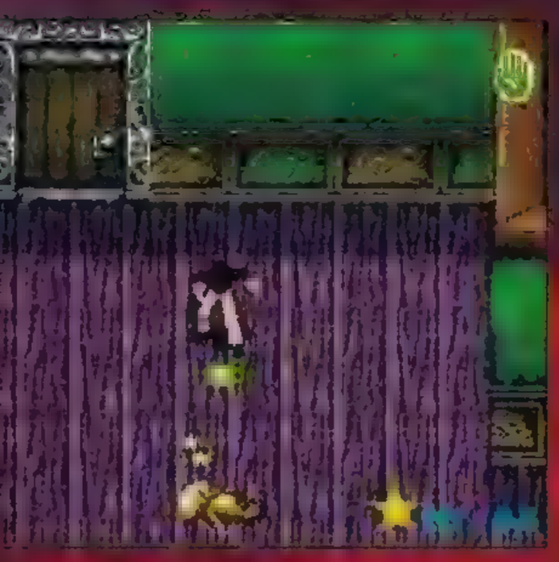
"Certainly worth a look for anyone who misses the good old days of Double Dragon!"

Harry Potter™ And The Philosopher's Stone

The bespectacled apprentice has cast his spell over the Muggle world, but will Hogwarts' brightest student shine on the GBA?



Don't go down there alone Harry – that can't be safe!



Unless you've had your head stuck in a cauldron for the last few years, Harry Potter™ is very probably a part of your life. The brainchild of acclaimed author J K Rowling, the young wizard so far has four fantastic books to his name, plus a very, VERY successful film, and now a whole four games, one of which is this very disappointing RPG for the GBA...

Lumos!

Based closely on the story of the first novel, *The Philosopher's Stone* allows players to step into the young hero's shoes, don his robes and enrol in the first year at Hogwarts. The objective, not surprisingly, is to reach the end of the first year, three terms on, and defeat (whisper it) You-Know-Who. Players must learn crucial spells and perform a succession of mini-challenges (29 in total) to advance through the game, ranging from negotiating the Forbidden Forest to collecting potions for Snape, exploring Hogwarts after dark, chasing down nasty-piece-of-work Malfoy to collect Neville Longbottom's Remembrall and engaging in a fast-paced, top-down game of Quidditch.

Happy As Harry

Along the way, over twenty (wow – twenty?) familiar characters will pop up to help or hinder Harry, and Potter devotees will certainly find that it remains faithful to the book. Hogwarts itself is impressively expansive too, despite the fact that there are no secrets here. You simply have to do what you're told. Which is pretty much what you did on the last level.

Tiny tots on the hunt for a challenge may find plenty to get their teeth into, as the various objectives are often irritatingly tough... (try avoiding prefects in the dark on an already-dim GBA screen!) Also, the required tasks can get disturbingly repetitive – even the most studious apprentice may be disheartened at the prospect of pushing around blocks, stunning goblins or casting spells on bushes when they have do so again and again!

This isn't going to stop Harry's followers from enjoying what's on offer, though, and with a bit of Potter-esque perseverance, they'll be well on their way to beating Voldemort (oops, sorry!) making this a predictable hit, no matter what the quality of the gameplay.

Karen

Every fairy has something dull to say when you release them.

Full House!

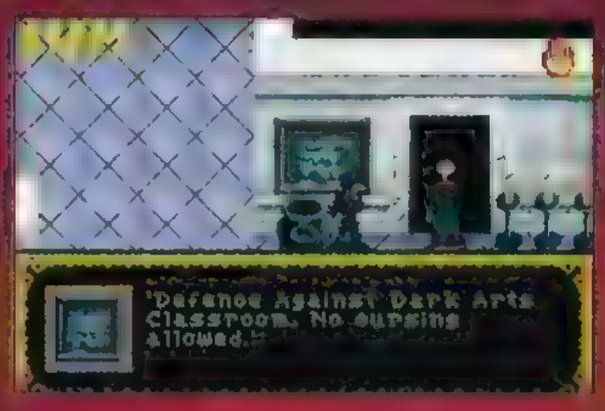
As you progress through your year at Hogwarts, you will earn housepoints for Harry's school house, Gryfindor. Points are awarded for successfully completing tasks, learning spells and so on, but can also be taken away for failure or general naughtiness. Try casting a spell on a teacher, for example, and not only will you be in for a serious telling-off, but you'll also let down your house chums by losing them points. Ron and Hermione will not be pleased...

Harry Potter And The Philosopher's Stone

"The Philosopher's Stone allows players to step into the young hero's shoes, don his robes and enrol in the first year at Hogwarts!"

Chocaholic!

Throughout the game, players will come across a range of goodies which will help them out, including various flavours of Bertie Bott's Every Flavour Beans, from spinach to strawberry. Perhaps the most exciting pick-ups, though, are Chocolate Frogs – grab one of these and you're in for a treat, as you'll have gained yourself a famous Witches and Wizards card. You can then check out just which esteemed figure from the magical world you've collected in your Folio Magi – and when you've got the lot, there's a very special surprise in store...



Snape has Harry performing all manner of rotten tasks, the fiend.

The gardens are littered with poisonous mushrooms... watch out!

Spooky portrait – and is it a man or a woman?

Hogwarts is a big old place – little wizards could easily get lost!

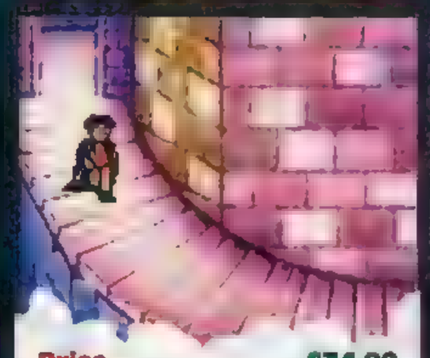
In my opinion...

Potter's been potted!

Playing Game Boy Harry Potter has left me extremely disappointed – but that's a masterpiece compared to this weak, annoying waste of money. The game's plot is all over the place – no Diagon Alley, no interesting twists, just a series of eye-meltingly dull mazes with boring switches to press, alleviated only by the challenge of pressing a series of buttons quite fast, or boring yourself to death in the aimless, shameless mess they call Quidditch. The [illegible] nonetheless, but it's still a badly designed no brainer.

Jem

TOTAL GAME BOY Verdict



Price	£34.99
From	EA Games
Released	Out now
Genre	RPG
Players	1
Web	harrypotter.ea.com

Extras

✗ Link-up ✓ Battery save
✗ Passwords ✗ Mobile Link

Dumbledore

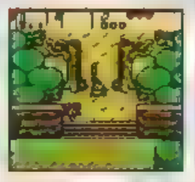
- The enchanting world of Harry is thoughtfully recreated here.
- An attempt has been made to alter the challenges occasionally!

Total Bore

- All of the challenges are totally repetitive, not to mention trying in places!
- You can complete the whole thing in one sitting – for thirty five quid.

Or you could try...

Zelda: Oracle Of Ages/Seasons
From Nintendo



Nintendo's very own man in tights stars in the mother of all adventure games on the GBC.

Graphics ★★★★
Just as good as you would expect – Hagrid even looks like Robbie Coltrane!

Sound ★★★
Nothing to get excited about – uninspired tunes, though there are a few nice sound effects.

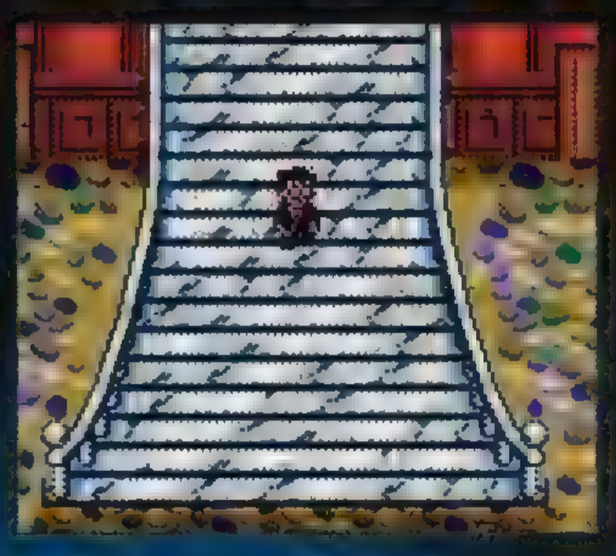
Playability ★★
Unoriginal and irritating challenges that are over-used very quickly.

Lastability ★★
You'd have to be a real Muggle not to complete this in a couple of hours.

Final Rating

77

"Not quite the magical adventure it could have been, but a sure-fire hit, unfortunately."



Harry Potter™ And The Philosopher's Stone

There's this kid, you see, with a lightening scar on his head and... oh, you've heard it?

Harry Potter... he's the best thing since bread. Sliced bread was better though.

Let's be honest, for the vast majority of you, reviewing any Harry Potter™ product is about as pointless as publishing a book entitled *How To Breath*. But you've got to be warned, before it's too late: this game is a massive annoyance. We already warned you that it was basically just a complete *Pokémon* rip-off, but it's actually more annoying than any Pokémon game, and at least they had a few secrets hidden away.

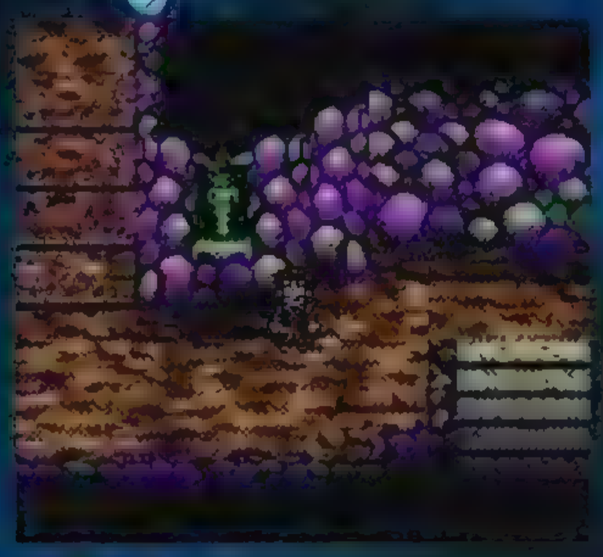
It's A Kinda Magic

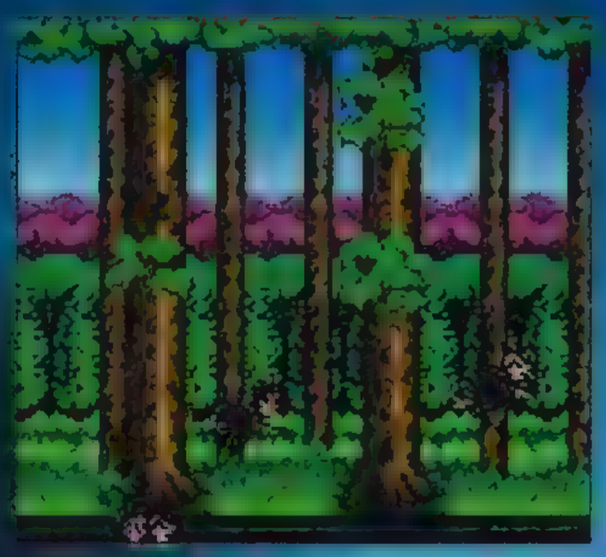
The problem with the GBC version of Harry's adventures is that they've aped the Pokémon games while keeping the strict plot of the book, which means you don't have half the freedom to explore or plan strategies like you had in Johto. Instead of collecting monsters with different moves, Harry simply plods around Hogwarts slowly picking up new spells to use in battles against rats, bats and the like, thus collecting experience and becoming a stronger wizard. They've even half-inched the whole Elite Four concept for the end, thanks to the long drawn-out final battle with You-Know-Who. It gets extremely difficult, as the challenges are vague and you often end up facing an adversary without any chance to go and collect much-needed bonuses (imagine facing the Elite Four without a few potions) or having no idea where you are, thanks to the darkened blocky graphics?! Can you then explain to us how we just completed the game in 13 hours without hardly a break?

Potter-Chu!

They've gone and done it again! For all its hundreds of massive faults, this game is inexplicably addictive! Add to that good sound, link-up Famous Witches & Wizard card swapping and plenty of save slots and you've got a flipping winner. And like we said earlier, you'll only go and buy it anyway, won't you?

Jem





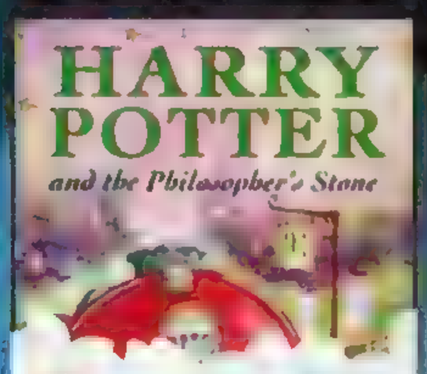
In my opinion...

Harry who? Sorry, never heard of him.

It seems that very few people haven't heard of Mr Potter. You can buy Harry mugs, toys, beds and even glasses, and the latest offering is videogames. But remember kids, just because it's got Harry Potter™ on the tin doesn't mean it's any good! This is no more than an average adventure, with nice sound and link-up. Yet, this game is being sold on a name, a brand, as opposed to great gameplay. It's capitalism at its worst. DON'T GET SUCKED IN KIDS!

Giant Tony

TOTAL GAME BOY Verdict



Price	£24.99
From	EA
Released	Out now
Genre	Adventure
Players	1
Web	www.harrypotter.com

Extras
✔ Link-up ✔ Battery save
✗ Passwords ✔ Infrared
✗ Printer ✔ Rumble Pak

Griffindor

- Hours of gameplay, plus link-up options and loads of save options.
- Nice sounds, including a few samples.

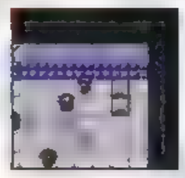
Slytherine

- Most unoriginal gameplay of the year! But then the book wasn't exactly original either.
- Extremely irritating, slow battles and a complete lack of freedom makes it dull, dull, dull.

Or you could try...

Pokémon Crystal
From Nintendo

Here's an idea – why not play this, and just pretend that Ash is a little wizard? It'll save you £25.



Graphics ★★
Blocky and very hard to make out throughout the adventure.

Sound ★★★★
Nice tunes and some cracking SFX at times.

Playability ★★★
It's predictable, awkward, slow, irritating and very, very addictive.

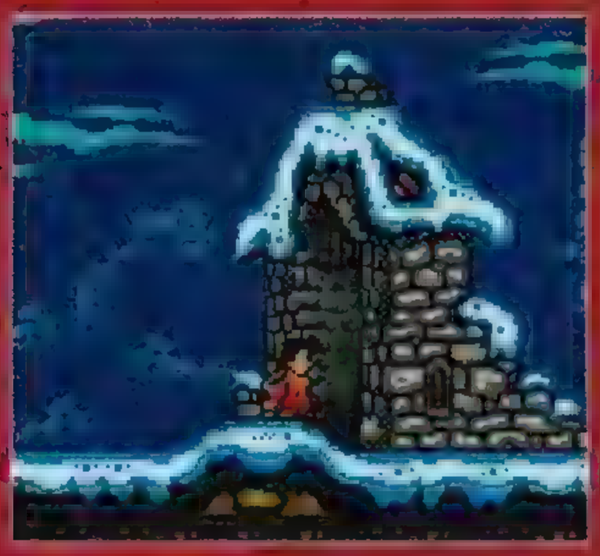
Lastability ★★★★
The game is over very quickly, but they've splashed out on options for you!

Final Rating

79

"Dull and addictive? It's the Devil's work!"

Dear Santa, for Christmas I want a purple pressie with a yellow bow...



I've been a very good girl. Honest. Can you find it for me, please.

Santa Claus Junior

You'd better watch out, you'd better not cry...

It's the season of peas on earth and goodwill to all personkind, so it would be totally scroogey to dismiss this colourful little adventure as a quick cash-in platform clone. Okay, so it's not one to play all year round, but there's no denying it's a rather fun little seasonal romp.

Ho, Ho, Ho!

You play little Saint Nick in the title, destined to take over Santa's usual duties when the poor old whiskered one is kidnapped (along with his reindeer!) by an evil witch with an obvious dislike for Eat Me dates and tinsel. Slipping on Father Christmas' oversized coat, you venture through over 64 highly detailed, seasonal levels to find the troubled Santa and defeat the nasty, spoil-sport witch. The graphics and sound are both fun, and although not one single inch of each level would win any awards for originality, there's no denying that this will make the perfect Christmas present for platform fans of all ages.

Oh, Oh, Oh?

There are plenty of perilous (but gorgeous looking) levels and enough hidden bonuses and options to replay. Due to the yuletide theme, it's not a long play, but there's no doubt your little face will light up. Even if you're 34. Merry Christmas!

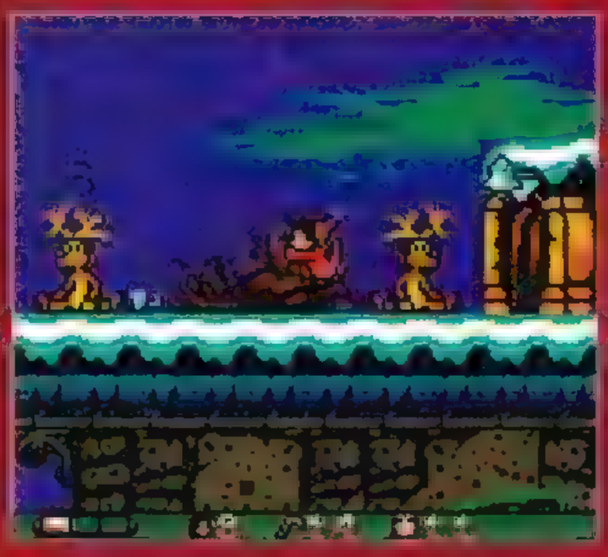
Nerys

In my opinion...

***Santa Claus Jr* is coming to town!**

'Twas the night before Christmas and all through the game you were bouncing on platforms and it all felt the same. But never mind, this is a sumptuously designed little Xmas treat, which may not be worth the asking price, but is full of fun and plenty much surprises. I may even play it again. This time next year.

Karen



Dear Old Father Christmas

Anyone who says that Father Christmas doesn't exist is a fool and a liar, and you can tell them so from me. In 3rd Century Turkey, the Christian martyr Saint Nicholas was moved by the poverty of an old man in Constantinople who dressed up in red, grew a white beard and flew around on a reindeer-drawn sleigh. For such outlandish behaviour he was sentenced to be burnt at the stake, but bought his life with an orange in a sock. For the last two thousand years he has been a recluse 394 days of the year, keeping himself alive on mince pies and sherry before making his celebrated international deliveries on 24 December. Contrary to popular belief, however, he is not magic, and finds out whether children are bad or good via an extremely complicated collection of mini-cameras and phone-taps.

TOTAL GAME BOY

Verdict

Price	£24.99
From	JoWood
Released	Out now
Genre	Platform
Players	1
Web	www.jowood.com

Extras

✗ Link-up ✗ Battery save
✓ Passwords ✗ Infrared
✗ Printer ✗ Rumble Pak

Nice 'n' Jolly

- Loads of levels, bonuses and difficulty options.
- There are really detailed graphics and even the sound is okay.

Spiky Holly

- For all its glorious graphics, it's still unbelievably unoriginal gameplay. Yawn.
- There are no extra options, which means that this is a lonely little adventure.

Or you could try...

The Grinch
From Ubi Soft

This one is a Christmassy Game Boy Color adventure and it is also a pretty tricky puzzler!

Graphics ★★★★★
Wow! Superb wintry level design, with great details.

Sound ★★★★
Not at all bad, and certainly seasonally jingly.

Playability ★★★
Plenty of clichés throughout – even leafy platforms!

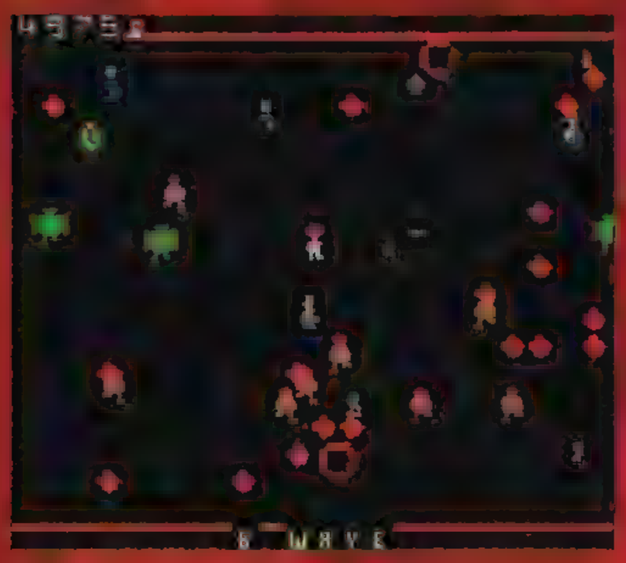
Lastability ★★★★
It's out of season from the start of Boxing Day.

Final Rating

83

"Merry Xmas to all – and to all a very goodnight!"

Midway's Greatest Arcade Hits



It makes you realise just how far graphics have come on...

You can almost smell the candy floss...

Joust, *Defender*, *Robotron 2084* *Sinistar* – four titles that mean nothing to anyone born in the last fifteen years or so. Never mind, there must be plenty of older gamers out there who are desperate for a bit of microchip nostalgia, or else why would Midway have put this collection together?

Mum, Can I Have A Go?

We're not here to rubbish the games of the past, and there's no denying that game playability doesn't really age, but this is still a depressingly slack package. *Joust* and *Defender* were released in exactly the same format for the GBC a couple of years back and, considering the GBA's capabilities, you'd expect a hell of a lot more for your hard-earned cash than just two more titles. And where are the link-up options? Most classic arcade games thrived on two-player action, and at least one of these titles could have been adapted accordingly. What is more, you could probably have fitted another six games onto this cartridge and still have had room left for a few sound options.

Simon

In my opinion...
Mum! Don't make me play!

Now, I love the games of the 'old days' that I played as a kid, which is why this little offering disappoints me so much. Only four mediocre games and no link-up on a GBA. Please. **Russ**

TOTAL GAME BOY Verdict

Price	£34.99
From	Midway
Released	Out now
Genre	Arcade
Players	
Web	www.midway.com

Extras
✗ Link-up ✗ Battery save
✗ Passwords ✗ Mobile Link

Graphics ★★★
Well, it is close to the original – ie it looks very dated!

Sound ★★★
See above. Mind you, the music and SFX these days ain't great!

Playability ★★★
This one really does depends upon your age.

Lastability ★★★★
Old duffers will always keep it handy – to remember the old days.

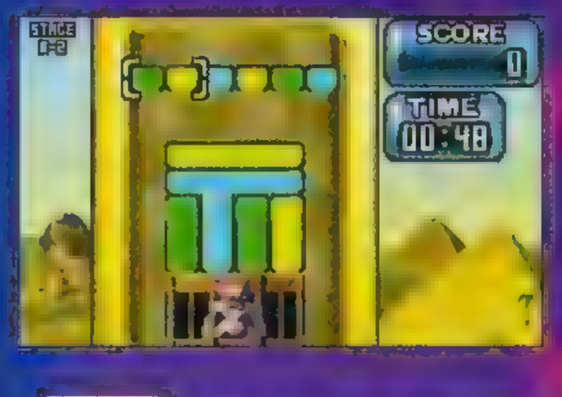
Final Rating

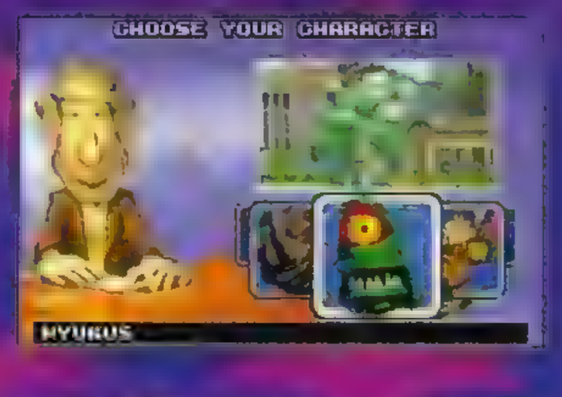
70

"Unfortunately, this is a reminder of the bad old days – an uninspiring package."

It's hardcore puzzling all the way with *Rampage*...

...and it looks a lot like *Tetris* too. And *The News At Ten*.





Rampage Puzzle Attack

As tall as a building, as mighty as a god... as addictive as a cup of tea.

The asphalt-chewing antics of George, Lizzie and Ralph should arguably have never left the world of the 20p-a-throw arcade original. This time they've been thrown in to bolster a reasonably entertaining *Tetris*-style puzzler.

Lobster Lobster!

Rampage Puzzle Attack has many things going for it: a whole new set of monsters to free by completing puzzles, superb graphics, a few laughs and even a two-player link-up option, which is very admirable. Yet, somehow it still makes you lose the will to live, even on a short play. The password system is truly awful and the actual puzzle element is pretty much a complete cross between *Tetris* and *Pokémon Puzzle League*, as you drop coloured blocks and bonding blocks to clear a path for the monsters to escape. Even the extra options can't save this one from being a bore to everyone except those who are obsessed with puzzle games!

Simon

In case you're not sure what you're meant to be doing here, you have to GO!! That's GO!! I tell you... in big, green letters!

TOTAL GAME BOY Verdict

Price	£34.99
From	Midway
Released	Out now
Genre	Puzzle
Players	
Web	www.midway.com

Extras
✓ Link-up ✗ Battery save
✓ Passwords ✗ Mobile Link

Graphics ★★★★★
Some nice 3D touches – the game's best point.

Sound ★★★
Not important, but not bad.

Playability ★★★★
An original puzzler, but there's not much to it.

Lastability ★★
The password system is annoying and the challenges get silly.

Final Rating

79

"The monsters need to get back to what they're good at – DESTRUCTION!"

ADVANCED ACTION

GAME BOY ADVANCE

COMING YOUR WAY FROM digital

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MegaMan Battle Ne

He's mega and he's a man. He's...erm... MegaMan! The Japanese super-child dons his shiniest blue armour and prepares to take on the dark side of the Net.

Hey, now hold on a second! *MegaMan* is supposed to be about left-to-right scrolling and blasting action, so what on earth is going on here? These (among other obscenities) were the words screamed when we found out what MegaMan's first foray into the GBA world would be. Still, personal devastation aside, we ventured forth and guess what? We were actually pleasantly surprised...

PET Talks

Here's the deal. *MegaMan Battle Network* is set in the future, where the Internet is a way of life. Everything connects up to it and everything relies on it, which leaves society with a weakness. An evil corporation has introduced devastating viruses into the system in an attempt to control the world.

It just so happens that school kid Lan is going to be the one person who can save us all, by way of the network battles. Everyone has a PET (PErsonal Terminal). If you don't have one, you can't get onto the Net. Lan's PET is MegaMan, and by hooking MegaMan up to the Net, you can pit him against the micro-viruses – and this is the main part of the game.

Megadopolistically Good!

The last thing that GBA owners need right now is an RPG, but *MBN* sucks you right in from the word go. Your first couple of network battles will be simple affairs, but soon enough, you'll be pounding your enemies with flame attacks, giant swords and machine guns. A fantastic little game that more than makes up for the fact that it isn't in the traditional *MegaMan* style. Still, it would've been nice...

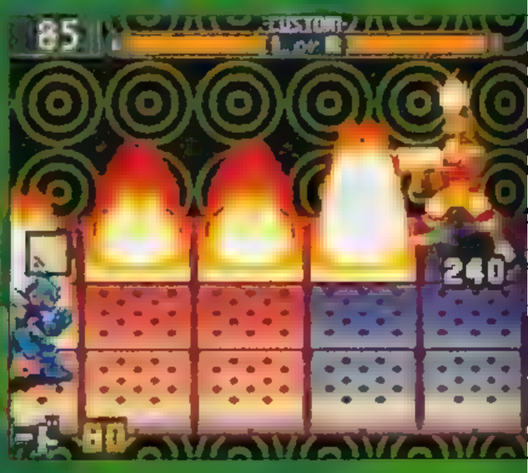
Giant Tony

In my opinion...

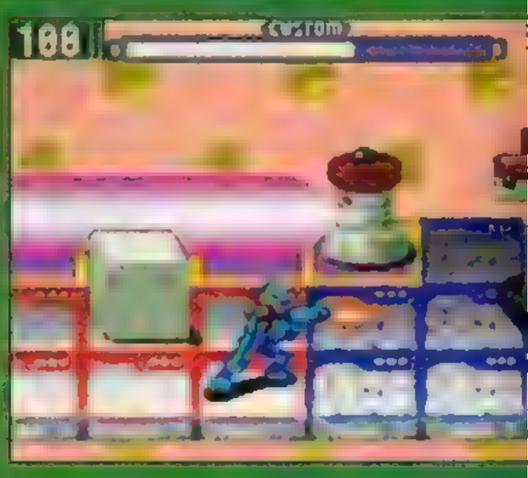
MegaMan's diddy, but he's as hard as nails!

I was a bit miffed when I learnt that *MBN* would be an RPG – like I haven't got enough to be getting on with (*Zelda*, *Breath Of Fire*, *Golden Sun*)! Still, it's different enough to hold my interest, and being able to combine chips to form super attacks is really cool.

Russ



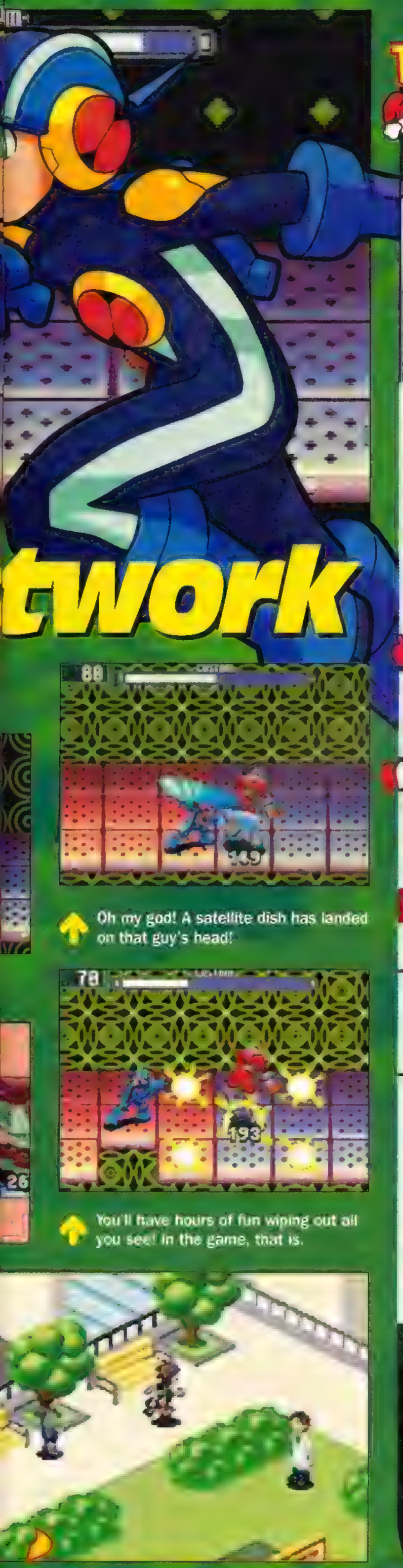
Don't ask why Megaman is fighting a liquorice allsort.



Chip Off The Old Block

The game starts at school, where Lan learns how to battle on the Net. This is the RPG part of the game, where Lan can subsequently explore the town, looking for clues on how to defeat the evil corporation. When he finds a hotspot, he can plug in his MegaMan.

You'll then go into MegaMan's world, where you can choose a number of weapons (in the form of chip add-ons) with which to take on the enemy. These range from standard guns, to swords, to awesome elemental attacks. You can also steal weapons from your enemies to use against them.



TOTAL GAME BOY Verdict

Price	£34.99
From	Ubi Soft
Released	Out now
Genre	RPG
Players	
Web	www.capcom.com

Extras
✓ Link-up ✓ Battery save
✗ Passwords ✓ Mobile Link

Micro Chips!

- Collect up to 175 weapons chips in all.
- Use them in combos for supreme victory.

Mouldy Dips...

- Do we really want another RPG...
- We're still dreaming of a traditional MegaMan game. Sorry.

Or you could try...

Zelda: Oracles
From Nintendo

MBN is quite an original take on the RPG theme, but *Zelda* is the best.

Graphics ★★★★
Nice and crisp, with some great attacks later on in the game.

Sound ★★★★
Memorable tunes, but the text box noise can get annoying sometimes.

Playability ★★★★★
The battle system will draw you right in.

Lastability ★★★★
Not as big as other RPGs, but it'll still last a good while.

Final Rating

90

"A refreshingly different RPG which stands out amongst the crowd."

If you land in the gunk, you'll come to a sticky end!

You can pull off all kinds of crazy stunts. Er, Gnarly.

No Rules Get Phat

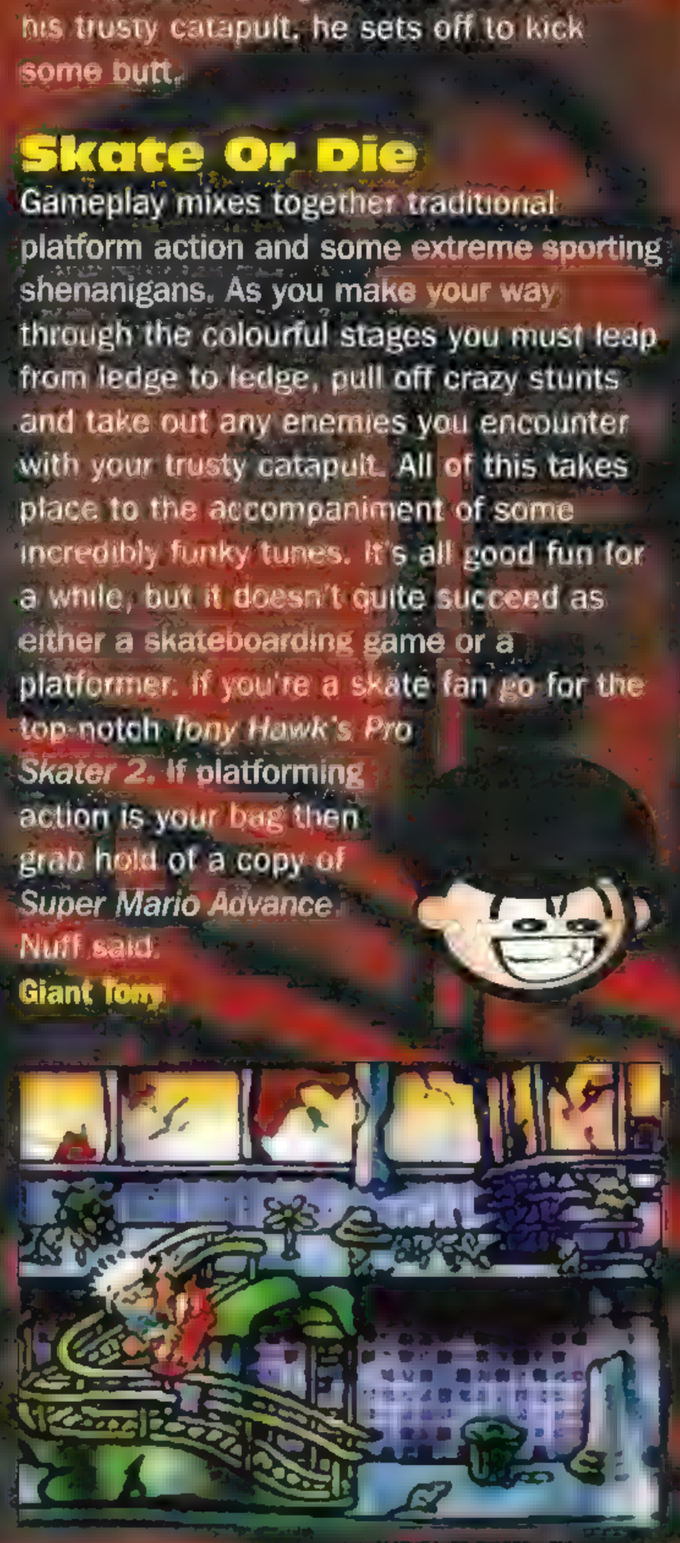
Rules are made to be broken, but is the hero of this game a loveable rogue or a rebel without a cause?

What is it with aliens? It seems like they can't go a month without attempting to invade our beloved planet Earth. Anyway, that's exactly what has happened in *No Rules Get Phat*, yep, another alien invasion. Unfortunately for the bug-eyed extra-terrestrials, they've pick the wrong guy to mess with this time. You control the streetwise One Eye Jack, who's a bit miffed to find his favourite TV show interrupted by the aliens' broadcast. So, equipped with just a skateboard and his trusty catapult, he sets off to kick some butt.

Skate Or Die

Gameplay mixes together traditional platform action and some extreme sporting shenanigans. As you make your way through the colourful stages you must leap from ledge to ledge, pull off crazy stunts and take out any enemies you encounter with your trusty catapult. All of this takes place to the accompaniment of some incredibly funky tunes. It's all good fun for a while, but it doesn't quite succeed as either a skateboarding game or a platformer. If you're a skate fan go for the top-notch *Tony Hawk's Pro Skater 2*. If platforming action is your bag then grab hold of a copy of *Super Mario Advance*. Nuff said.

Giant Tony



TOTAL GB Verdict

Price	£34.99
From	TDK Mediactive
Released	Out now
Genre	Sport
Players	
Web	www.tdk-mediactive.com

Extras
✗ Link-up ✗ Battery save
✓ Passwords ✗ Mobile Link

Graphics ★★★
The graphics are colourful, but don't expect to be blown away.

Sound ★★★★★
There's no denying it; this game has some of the funkiest tunes you'll hear this year.

Playability ★★★
It's good fun for a while, but the action soon gets a bit repetitive.

Lastability ★★★
Some challenge, but you won't come back once you've finished it.

Final Rating

73

"A fun mix of platforming and sports action, but there are far better games out there."

it's a Hum Dinger!

Shaun Palmer's Pro Snowboarding

Put on your thermals, grab your snowboard and get ready to take to the piste with pro snowboarder Shaun Palmer.

Activision is well known for its extreme sports games and *Shaun Palmer's Pro Snowboarding* is another PlayStation classic converted to fit in the palm of your hand. The graphics are bright and clear and the courses are littered with ramps and rails for performing tricks. The game runs on a similar engine to *Tony Hawk's Pro Skater 2* and the similarities between the two games are incredible.

Challenge Of A Lifetime

Each course has a number of challenges for you to complete, including getting high scores and collecting the letters S H R E D. There are four different riders to choose from and they can each perform special tricks and grinds to score extra points. In addition to the challenge course, there are also two other events for you to compete in, a competition and also a half-pipe trick fest for additional sponsors. There is so much action squeezed onto this little cart.

Top Of The World

The game is indeed impressive with great sound, loads of tricks and a very smooth running game engine. The downhill slopes are packed with obstacles and there are several different types of challenge. If you are a snowboarding fan or enjoy playing extreme sports games this could well be the game for you.

Russ

In my opinion...

Hey man! I'm board stupid

Although *Shaun Palmer's Pro Snowboarding* is a good game, it is not as good as *Tony Hawk's Pro Skater 2*. Travelling downhill all the time makes it easy to miss items and ramps, and also makes it a little more difficult to control. I prefer to ride a skateboard any day.

Simon

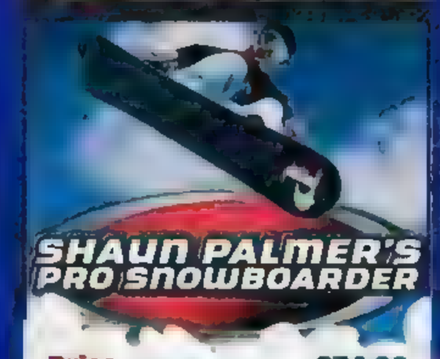
Board To Be Wild

Shaun Palmer is very well known in the snowboarding world and, like Mat Hoffman, he has his very own brand of equipment. Check out these amazing snowboards available at PalmerUSA, although the prices are a little scary.

We don't recommend you snowboard in the dark!

The graphics in this game are great! There's loads of colour and fine detail.

TOTAL GAME BOY Verdict



Price	£34.99
From	Activision
Released	Out now
Genre	Extreme sports
Players	1 2 3 4
Web	www.activision.com

Extras
✔ Link-up ✔ Battery save
✔ Passwords ✗ Mobile Link

Great Skill

- There's bright colours and great sound to accompany the action.
- The riders have loads of different tricks and the courses are packed with cool ramps.

Downhill

- Not as free roaming as Tony Hawk's.
- Will use up a lot of batteries and may even jam inside your GBA.

Or you could try...

Tony Hawk's Pro Skater 2
From Activision

The ultimate sports game – you can't beat this one.

Graphics ★★★★
It's really colourful, despite all of the snow!

Sound ★★★★
Nice tunes and accurate spray noise to accompany action.

Playability ★★★★
Easy to play and very addictive after a couple of goes.

Lastability ★★★★★
Loads of different levels and characters. Top stuff!

Final Rating

90

"A great game that might just relieve a little boredom in your life!"

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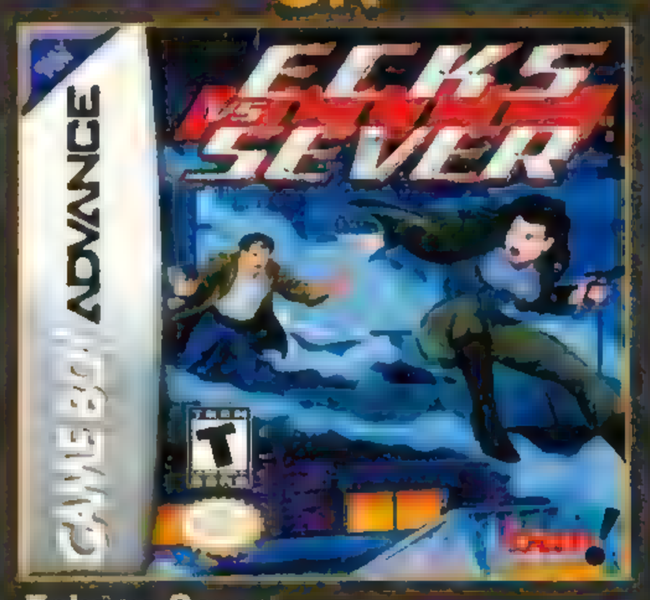
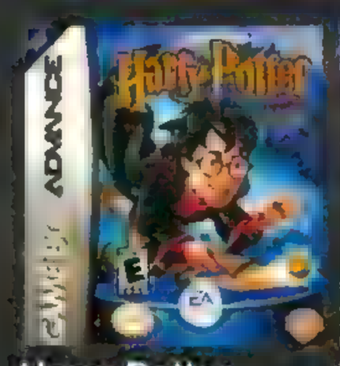


Ecks vs Sever
£28.99

Sonic Advance
£29.99

UK GAMEBOY ADVANCE



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Thunderbirds Int. Rescue
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ISS
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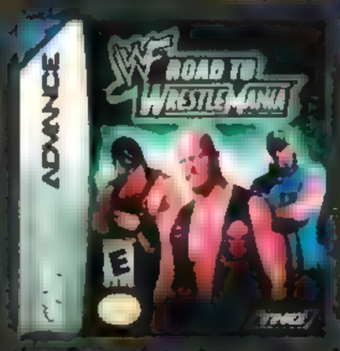
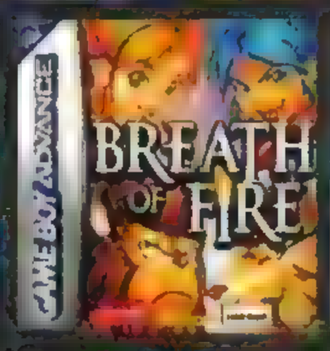


WWF Wrestlemania
£28.99



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UK GAMEBOY COLOR

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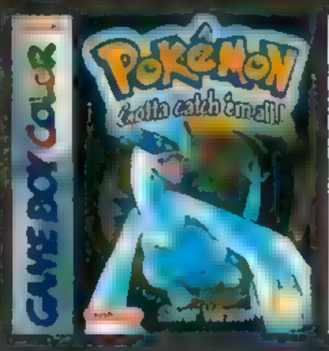

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The Nations - Land Of Legends

It's not easy being blue. Or purple...

If you found this game and started to play it without first hearing the story behind it, your brain would be forgiven for quietly retiring from your head, unable to cope. This RPG concerns a strange settlement of blue people without faces who force you, as the main faceless blue bloke, to run apparently endless errands. But why?

Well, actually, you see, there are three different nations – Pimmons, Sajikis and Amazons – who have to learn to work together to destroy a massive nasty monster who wants to use their respective homes for kindling.

National Lampoon

From that point on, the *Zelda*-type dogsbody challenges are replaced with a serious campaign to defeat this evil.

It's actually quite a good idea, apparently based on the TV series *Alien Nations*, but this game is seriously let down by the appalling controls. The errand-based puzzles and tasks take you back to the good old days of the Spectrum, but also, unfortunately, the graphics and sound take you back to the bad old days of the Spectrum.

We reckon there's a great, intelligent adventure waiting to get out of this game somewhere, if only you can get past the clumsy, irritating game design and find it.

Giant Tony

In my opinion...

Hey! Do your own dirty work!

At first this game got on my nerves a bit with all its *Zelda*-like errands. Why don't RPG characters do their own bleeding chores? However, if you can get past the most irritating password system of the year and seriously clunky sprite controls that have you barging into scenery and enemies very easily, there's a really good old-fashioned game in here.

Jem

Tut! Those pesky sheep keep running away!

That global warming must be getting worse – the sheep are purple and the shepherds have gone blue!

Watch out! Mind the earthquake-type gaps and trees – the controls will have you bumping into those!

TOTAL GAME BOY Verdict

Price	£24.99
From	JoWood
Released	Out now
Genre	RPG
Players	1
Web	www.jowood.com

Extras

✗ Link-up ✗ Battery save
✓ Passwords ✓ Infrared
✗ Printer ✗ Rumble Pak

National Pride

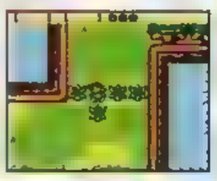
- A great idea that's full of good, old-fashioned, intelligent challenges.
- Nice colourful little worlds, if you like that kind of thing.

National Disgrace

- The controls are awful, with annoying invisible walls and bad sprites.
- For an adventure like this, the password system stinks.

Or you could try...

Zelda: Oracle of Ages/Seasons
From Nintendo



These games are also errand-based adventures, but they are the best!

Graphics ★★★
They're far from great, but still strangely cute.

Sound ★★
Turn the radio up, Mum!

Playability ★★
Great idea that's let down by poor design and controls.

Lastability ★★
The password system also makes this worth a miss.

Final Rating

70

"There's a good game in here somewhere!"

Game Boy

Santa Hats

You can't miss our OFFICIAL Ecks Vs Sever Guide!

Step Into Christmas - War Is Over And All That!

Link-Up 36
Letters, emails, SMS
What on earth have you lot been going on about now, eh?

Stuff 40
The plastic fellowship
A few last-minute Christmas shopping ideas for you, from a Potter bed to mini-Gandalf!

Dr Shrew 37
Drinks!
It's been hell trying to put GB Crazy together with all the regular staff getting sozzled!

Win! Win! Win! 45
Christmas spectacular!
We've got enough prizes for you this month to fill a millipede's stockings!

Osmondle 38
You'll believe a frog can fly!
An epic adventure this issue when a good friend of Santa makes Osmondle an offer he can't refuse.

The Gallery 48
Mona drinks as well!
We won't tell you exactly what Dr Shrew and Mona got up to at the party, but he'll never be the same.

Why Don't You? 39
Warioland 4 berated!
Jude Dale has got himself a nice little present for slating Wario's latest jaunt.

Puzzles 50
Poké-tastic xmassy teasers!
Test your little grey cells with the latest crossword – or try our Pokémon Spot The Difference!

Link-Up

Link To Us!

We've been waiting patiently, but not a single Christmas present has come in for us! Not even socks! Ungrateful we call it.

MAIL: **Link-Up**, TGB Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.
If we had the time to enter into personal correspondence, we still wouldn't, because we'd have better things to do.

EMAIL: Or email us at **jem@paragon.co.uk**, making sure to mark your mails 'LINK-UP'. If not, it's instantly trashed.

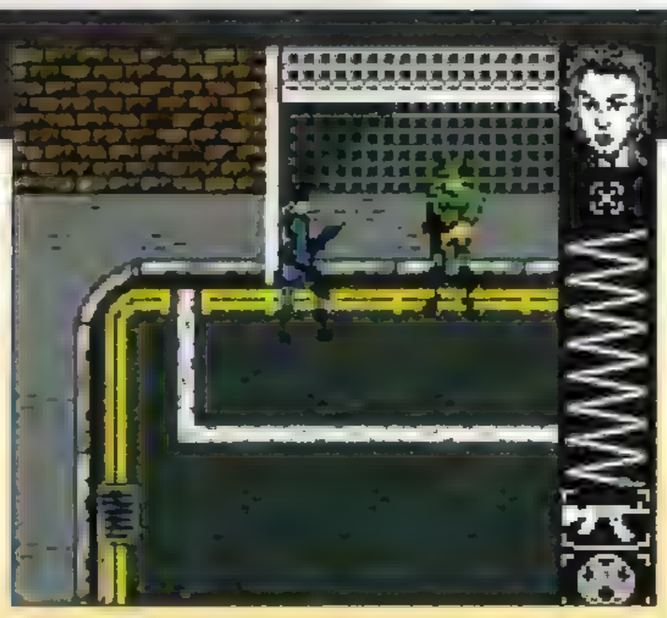
TEXT: **07941 921 854,** at any time as long as it's STRICTLY between 9am & 6pm, and **NO CALLS!** We know where you live! Well, we don't. And we don't much care.
But you can call anytime you like if you're rich, sexy and single. And over 20.

Letter Stats!

Amount of letters that were certainly not presents	99%
Amount of emails and texts that have no material worth	99%
	99%
	0%
	99%

TOTAL GB Star Letter

The sender of the Star Letter each issue wins an XploderGB courtesy of our friends at Fire!



Better To Give Than Receive?

Dear TGB,
Your magazine is the best in the galaxy. I've bought every issue since number 12 last year. Even though I'm not the most experienced Game Boy gamer, I recently bought *Perfect Dark*, which I have completed in just five days on my first go (five hours fifty minutes to be precise). I don't know if anyone has done it quicker, but it was a first for me. Apart from that, I have found that on GT Advance, on the fifth circuit track (ROUGH) there is a slip lane to the right of the starting grid. You can use this to overtake others to get closer to first position! Here's a password, on the house: XT/F@mps@tgx. By the way, should I get *Harry Potter* or *Ecks Vs Sever* for the GBA?
Jack Daley, Gloucestershire.

Dear Jack,
It's not very often that we get a letter giving something back, rather than begging us for extra information or free stuff generally. That's why you're getting a nice GBC Xploder from Blaze in return! You'll have an even merrier Christmas, though, if you buy *Ecks Vs Sever*. Despite the name, *Harry Potter* for the GBA is an awful mess, which you'll complete in half the time it took you to finish *Perfect Dark* – and it won't be a fun journey either!

Take A Breath!

Dear TGB,
I'm 11 and I've only just started reading your mag. I think it's great! My brother (who is 7) and I have collected all the Pokémon games except for *Crystal*. I wanted to say, all the Pokémon games have gradually improved – it's excellent! I've got an idea for a new Pokémon game. More Pokémon, catch all of them in one game, feed Pokémon and yourself and buy the food, be able to go to toilet and brush teeth, maybe choose Pokémon to follow you (like Pokémon Yellow), buy some clothes to change into, have a shower, more items, more activities like on the bicycle path a BMX track, a couple more casino games at the Game Corner, more attacks, more TMs/HMs, see yourself flying, have a camera to take pictures and even print them, go to the cinema and be able to play your N64 in the game and the name for it could be Pokémon White!!! Also (OH NO THERE'S AN ALSO!) if Nintendo is able to make Game Boy Advance, I think they could make a movie cartridge. Where you put in the special cartridge (like a normal Game Boy) and you can buy other mini cartridges, put them into the special cartridge and watch a movie on the Game Boy screen!
So, there's all my ideas for the Game Boy. I think I have many more, but I haven't thought of them. SEE YA!
Luke Quinlivan

Dear Luke,
Yeah, thoughts are nasty like that aren't they? Not appearing until you've thought of them.
Somewhere in the middle of that garbled stuff you seem to be suggesting a GBA add-on that will be out next year: TV Boy! There'll be no need for special cartridges though – you'll be able to run normal videos, DVDs, even an Xbox through that baby when it shows up!
As for the Pokémon innovations – you seem to simply want to live in a Pokémon game, which is a very, very scary prospect! Still, who knows what the GBA may have in store for Pikachu and pals?

Save Your Pennies!

Dear TGB,
My mate has just lent me this magazine and we all think it's really cool! It has everything I need to know for GBC and GBA. I'm hoping to get a GBA for Christmas, and a Zelda game, preferably *Oracle Of Seasons*. I've got a question for you. In Electronics Boutique there are both of the new Zelda games and a help book on sale for £63.00. Is that a good offer?
Dan Smith, Plymouth

Dear Dan,
NO, IT'S NOT! Don't even think about spending so much on a couple of games that you could probably get for £40 if you looked round hard enough... or waited for the January sales! Plus, of course, you've now got a complete guide to both games for free! That's saved you a few pennies.... which you can spend on buying this mag every month! Ha, ha!

It'sh Dr. Shrew!

Dr Shrew Investigates!

(How much Advocaat he can get down his furry neck.)

Hello, goodbye and hic! To you all. 'sgreat, innit? This is th'only universe that cebralates Kissmas, so I fought I'd join the GB Crazy party for a while. Unfortunally, bein' only lickle, I've had one glarsh of Shampoo & I'm absolutely schlozzled. Whaddidyerwant? Oh, Game Boy games, thassit. Um, I dunno, 'ave a look for one of th'early Mario ones. They're good f'ra larf. Hic! Merry Thingummy Bob!

OSMONDLE

THE FROG

IN HIS QUEST TO FREE PRINCESS WAFFLES FROM THE WARTSHINGLE, OSMONDLE HAS FACED MANY PERILS - INCLUDING TRYING TO ORDER A DRINK IN THE PUB OF PIG-NECKED SQUIRRELS, BUT WE SKIPPED THAT LEVEL COZ IT WAS DULL.

... BUT OF COURSE, EVERY PLATFORM GAME NEEDS A SNOWY LEVEL, EH?

BLIMEY, I NEVER REALISED GAMES COULD BE THIS COLD!

END OF LEVEL!

... BUT I STILL FEEL A GOOD BOSS SCRAP COMING!

THIS SHOULD BE THE BIG GIT NOW.

... ER, SHOULDN'T THE NEXT LEVEL START NOW? WHAT'S MY PASSWORD?

COOM ON! HAVE AT YE! HA HA! TAKE THAT! AND PARTY!

YOU JUST KILLED SANTA! YOU... BOOGER!

WHAT? OH, *BOUNCERS!* YOU'RE RIGHT!

ONLY ONE THING TO DO - YOU'LL HAVE TO DELIVER ALL THE PRESENTS TONIGHT!

MERRY TUESDAY AND A HAPPY NEW WEEK!

WE'RE JUST POPPING ROUND THE WORLD IN TWO MINUTES.

DID IT WORK, TWISTLETOES?

OH, WELL, IT'S THE LEAST I CAN DO, I SUPPOSE. LET'S PRESS SELECT.

SELECT!

WHAT NOW, BROTHER? I WAS 'AVIN' A LOVELY KIP!

TOYS & All That

YOU BETCHA, SANTA. FANCY A PINT?

NORMAL SERVICE WILL BE RESUMED NEXT YEAR. HAVE A GOOD ONE!

SMS CORNER

More insane ramblings from your mobiles. Or at least, the ones we could print, you filthy minded little...

HOWDY, TGB! U RULE! I WAS WONDERING IF THERE WAS A GARFIELD GAME 4 THE GAME BOY, IF SO WHERE CAN I GET IT? THANX 4 YOUR TIME, GREGORY PITCHER (NO!)

TO USE THE GBA MULTITAP, DO U NEED MORE THAN 1 COPY OF THE GAME U WANT TO PLAY? GR8 MAG, KEPT ME OCCUPIED WHILST ILL FROM WORK! CHEERS! (DEPENDS ON DA GAME!)

HI TGB CNT WAIT 4 WWF TELL US ALL DA SUPERSTARS SONICS BETA DAN MARIO BY M@BALDOCK

BOW DOWN B4 THA DARK CARNIVAL OR 4EVER B VICTIMS OF THA WIKKID CLOWNZ ICP ICP ICP, COOL MAG BTW

HI TGB! I LOVE UR MAG! I WANT 2 KNOW WHERE & 4 HOW MUCH I CAN GET AN XPLODER 4 YM GBA. I REALLY WANT 1! JEN (SEE OUR COMPO!)

WHY DON'T YOU...?

More splendidly gift-wrapped games on the way to you smarty-pants people who want to share your thoughts on recent games. This issue it's Jude Dale of Bridgnorth's views on *Warioland 4* that have merited a free copy of *Scrabble* for the GBC. Merry Christmas, Jude!

Me And My Game Boy

No.8

Next Month: The Goddess Shiva On One-Player Link-Up.

By The Magi

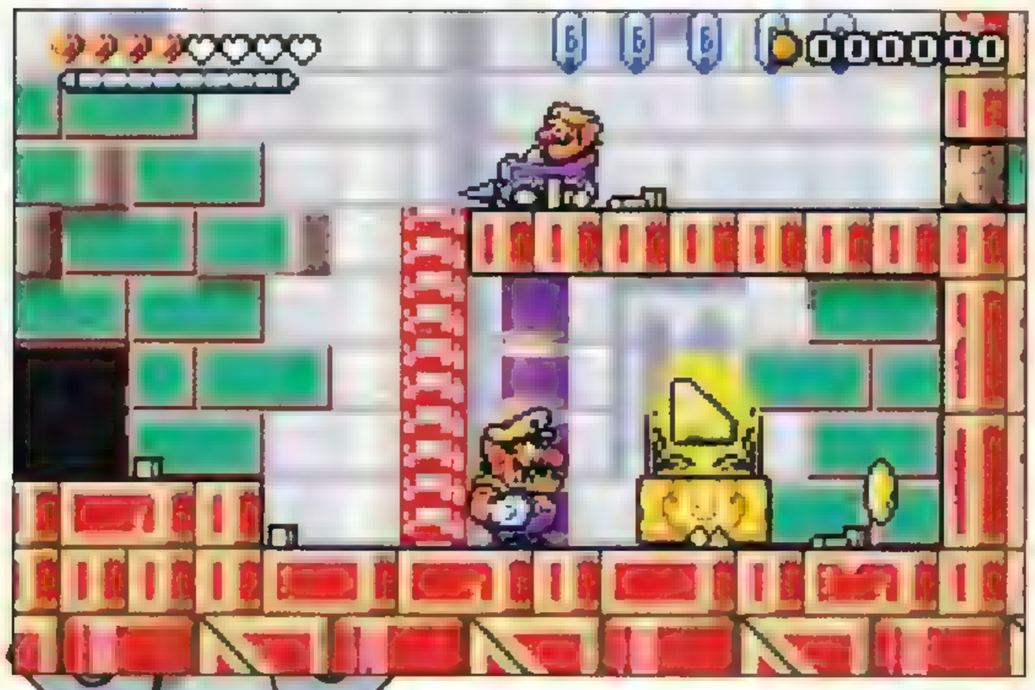
MELCHIOR: Right, I'll do the talking lads. We've been traversing afar for bloody ages now, and we haven't had a toilet stop since Azzer Baijan. So, it's at times like this that our GBAs come in really handy. Playing all the battles and races on *Mario Kart* got us all the way across the Sahara, and now we're having such a blast on *Doom* that we almost lost sight of that star thingy. In fact, we did bring the GBAs as gifts for this here little baby we're looking for, but quite frankly I think we'll keep 'em. We've got some gold, frankincense and myrrh lying around somewhere, he'll just have to make do with that. Merry Christmas.

Warioland 4

33%

I've always been a fan of Wario's games on the Game Boy and Game Boy Color, and the one thing you can say for sure about the latest version – fans of the originals won't get lost easily! I took £35 from my savings to get it, took it home and had finished absolutely everything before it was dark! Including collecting all the supposedly hidden CDs! And then the man at the shop wouldn't even let me swap the game!

This version of Wario's platform antics looks really nice and sounds good, but it's far too easy and they didn't give any decent link-ups or anything like that at all, which is total rubbish. And I have to say that those CDs are crappy – weird little Japanese video clips that scared my little sister and bored me to death. Don't buy this, folks or you'll regret it!



Stuff! Toysarama!

Once again, we've rounded up all the hottest new stuff on the streets for your perusal. Enjoy!

We've a film frenzy this month! With both movies out in the cinema, the toy manufacturers are going mad for Harry Potter™ and The Lord Of The Rings – and so are we! Oh, and we've got some phone stuff for you too!

Lord Of The Rings

■ Supplied by — Vivid Imaginations
■ Price — £8.49 – £16.99

The first part of J R R Tolkien's best-selling fantasy trilogy is out in the cinemas this Christmas. And if there's a movie, thank goodness for the toys! Frodo, Gandalf and their Middle Earth cohorts are pitted against the destructive forces of the Evil Saruman, Ringwraiths and other mystical mutants. Each of these six-inch figures is fully poseable and comes complete with incredibly detailed outfits and features that allow you to recreate the pivotal battle scenes from the film.

Harry Potter Ready Bed

■ Supplied by — Worlds Apart
■ Price — £29.99

Alert all wizards and witches! The Harry Potter Ready Bed is going to be a big hit this Christmas and it is the first ever magical sleep-over solution! Easily portable, it comes with a carry bag and has its own inflatable mattress, which uses the incredible Quickflate technology. Just inflate the mattress and you're ready to snooze! The bed comes in purple and yellow and has the Hogwarts' School emblem emblazoned on the cover.

Every Harry Fan will want to get their hands on this soft and comfy ready bed.

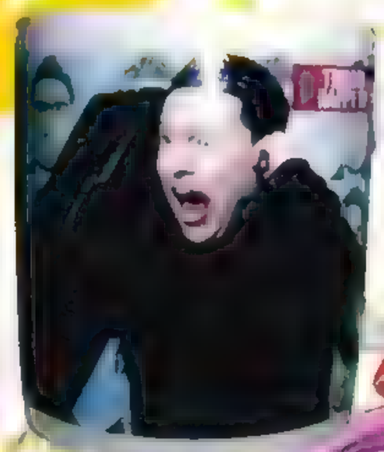
Trigger Happy TV

Inflatable Giant Phone And Mugs

■ Supplied by — Vivid Imaginations
■ Price — £4.99 – £9.99

"HELLOOOOOO!?? YES, I'm in a MAGAZINE at the moment. IT'S VERY QUIET in here! CAN YOU HERE ME?" *Trigger Happy TV* comes to gadgets and gizmos – and we love it. Who would have though a silly TV skit show could launch so many toys? You can now have your very own jumbo *Trigger Happy TV* inflatable phone: blow it up, stick your own phone inside it, get someone to call you and there you go! A bunch of bemused onlookers are treated to a Dom Joly-style shake up!

Not only this, but Vivid has made a slightly more practical *Trigger Happy TV* product in the shape of these mugs, with slogans from the show on them.



Ecks Vs Sever Walkthrough

ECKS Missions 1-4

MISSION 1

Location: Warehouse

Objectives: Locate the room with the laptop

You start out in the streets. Head towards the recessed doorway down in the far right corner. Shoot the guard and pick up the Keycard. This opens the warehouse door behind him.

You are now in the first warehouse. To your right are a couple of shipping crates and a stack of boxes. Directly ahead is another stack of boxes and a couple of barrels, behind which is an Armour pick-up. Crouch down when passing the boxes on your right otherwise the guards in the main area of the room will shoot you. Now head back towards the door you initially came through. There is a gap in the boxes between the crates that you can shoot through and pick off some of the guards – aim for the exploding barrels for maximum damage. To the right of the blue crate is a gap allowing you to creep behind the crates – follow this to the end wall, taking the opportunity along the way to pick off more guards in the central area through the gaps in the crates. At the end of this path is a grille at ground level. Crouch down and shoot this out, then crawl through the air vent, picking up some more armour. Shoot out the grille at the other end and take out the other guards, using the exploding barrels to your advantage. One of the guards has a Colt – make sure you pick this up. There should be lots of ammo to collect after you have dealt with all the enemies. Head towards the door by the blue crate on your right – but watch out for the guards hiding behind the crates though!

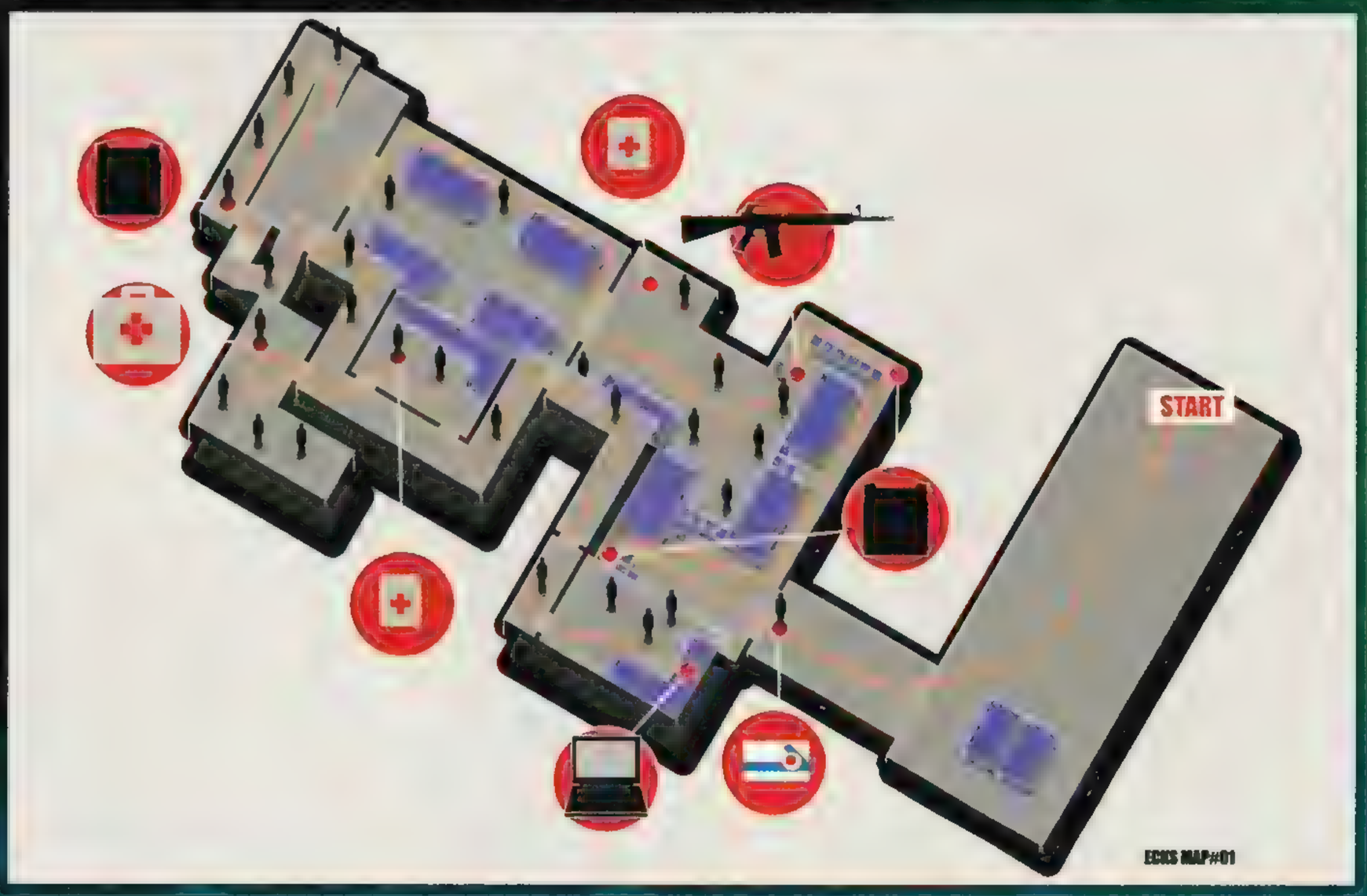
The next room contains four crates, two on either side. Shoot the guard at the far end of the room, and then creep around the back of the crates on the right hand side. There is another guard between them. Shoot him from behind and steal his colt.

Before you open the door to the next room, make sure your gun is fully loaded, and stand to the left hand side – there are a lot of guards behind the door waiting for you! Shoot out the barrels first of all. If you are taking too much damage nip to the side, let the door close and then try again. Once you've dealt with them collect the pick-ups, head up the stairs going up on the right and through the door on the left.

There is another rising staircase on your right. There are three guards waiting along this staircase and in the corridor. The corridor turns right and then left with a doorway on the right.

Shoot down the guard at the end of corridor on the left and then turn 180 degrees and enter the room on the right. Take out the three guards. Leave this room through the door you entered it and then enter thn shoot the barrels through the doorway of the room on your left. The guards here drop more ammo for your colt so be sure to pick it up.

Follow the corridor round, being careful not to fall down into the warehouse area where you originally started. At the end of the corridor is the Monitor Room, housing three Feds and the laptop. Mow them down and retrieve the Laptop to finish the level.



MISSION 2

Location: Warehouse

Objectives: The Bomb is activated. Escape within 3 minutes.

The thing to remember in this level is that speed is of the essence – taking out all the enemies isn't essential.

Go round the street area to the right: pick off the guard by the warehouse entrance door and grabbing the Pancor.

Shoot the guards at the end of the room and between the stacks of boxes on the left. The guard on the left drops some Pancor ammo that you can retrieve by shooting the barrel between the box stacks, which is blocking a gap you can crawl through.

Instead of heading through the door at the end of the room, you can turn right when you first enter and go up the small staircase, climbing through the air vent at the end of the alley. Watch out for the guard at the end though. This way you avoid the second room all together, bringing you out on top of a shelf of boxes in the third room.

If you prefer to rush through the second room there are guards hiding between the crates on the left and right.

In the third room you can either run round the crates on the left, or crawl through the gap in the shelves of boxes on the right. There are guards hiding between the crates on the other side of the stack of boxes, and another Fed guarding the door on the right.

In the next room there are two guards standing on either side of the

Ecks Vs Sever Walkthrough Missions 1-4

lift and one hiding behind the boxes in the left hand corner – deal with the two by the lift first and then take out the other.

There is a secret route in the next room that allows you to pick up the colt and avoid encountering too many enemies. Immediately upon entering the room, turn left and head towards the left hand corner – you will notice that the floor is a slightly different colour in the gap between the wall and the boxes. Stand on this and you will be raised to the top of the boxes – from here you can run along and "jump" across the stacks, picking up the colt and ammo. Jump down and head for the next door.

Make sure you've got your colt out and get blasting – the exit is at the end of this room – don't stick around to pick everyone off, just make a beeline for the door and slide under it!

MISSION 3

Location: The Streets

Objectives:
Shoot Sever dead.
Rendezvous with Mills and get Deciphering Key 1.

In this level you have to shoot Sever through the large windows. There are four points in total and at each window you have shoot her one more time than at the previous one. Upon shooting her the required number of times she will run off to the next point, the next wave of enemies will blow up the barricade that is blocking your progress.

Pick up the sniper rifle and ammo on the boxes. Peek around the corner – you should just be able to see Sever through the large window. Bring up the sight and shoot Sever once. She will run off down the corridor. Edge round and use the sniper rifle again to take out the enemies in the alley, shoot the barrel to kill the guard hiding behind the dumper.

Run through the covered alley, edge around the corner and shoot Sever twice. Be careful of the guard hiding in the covered alley to the left. There's another guard hiding behind the dumper. Use the sniper rifle to pick off the guards and feds, and make sure to grab the Pancor and armour pickups.

The next area is too narrow to use the sniper rifle effectively without taking serious damage from Sever's grenades, so after using it to take out the lurking fed switch to the pancor – strafe behind the boxes and shoot it out with her. Make sure you don't end up on the right hand side when the barricade blows.

Go through the covered alley. As you round the corner you can see the next window. Keep your distance, bring up the sniper sight and you can easily pick off Sever. There are two guards in the courtyard directly ahead, but be careful as you round the corner as there are a group of feds chucking grenades and taking potshots out of a window on the right: hold back, and take out the guards first whilst covered, then round the corner and quickly use your sniper rifle to shoot the barrels directly under the window. This should take out most of them. The rest can be picked off quite easily.

Follow the alley, taking out the feds, ensuring you pick up the Colt.

In the next open area you will see Sever crouched by Mills – shooting her will cause her to drop the deciphering key and run off down the alleyway – pick this up and follow her

MISSION 4

Location: The Streets

Objectives: Follow Sever. Don't lose her.

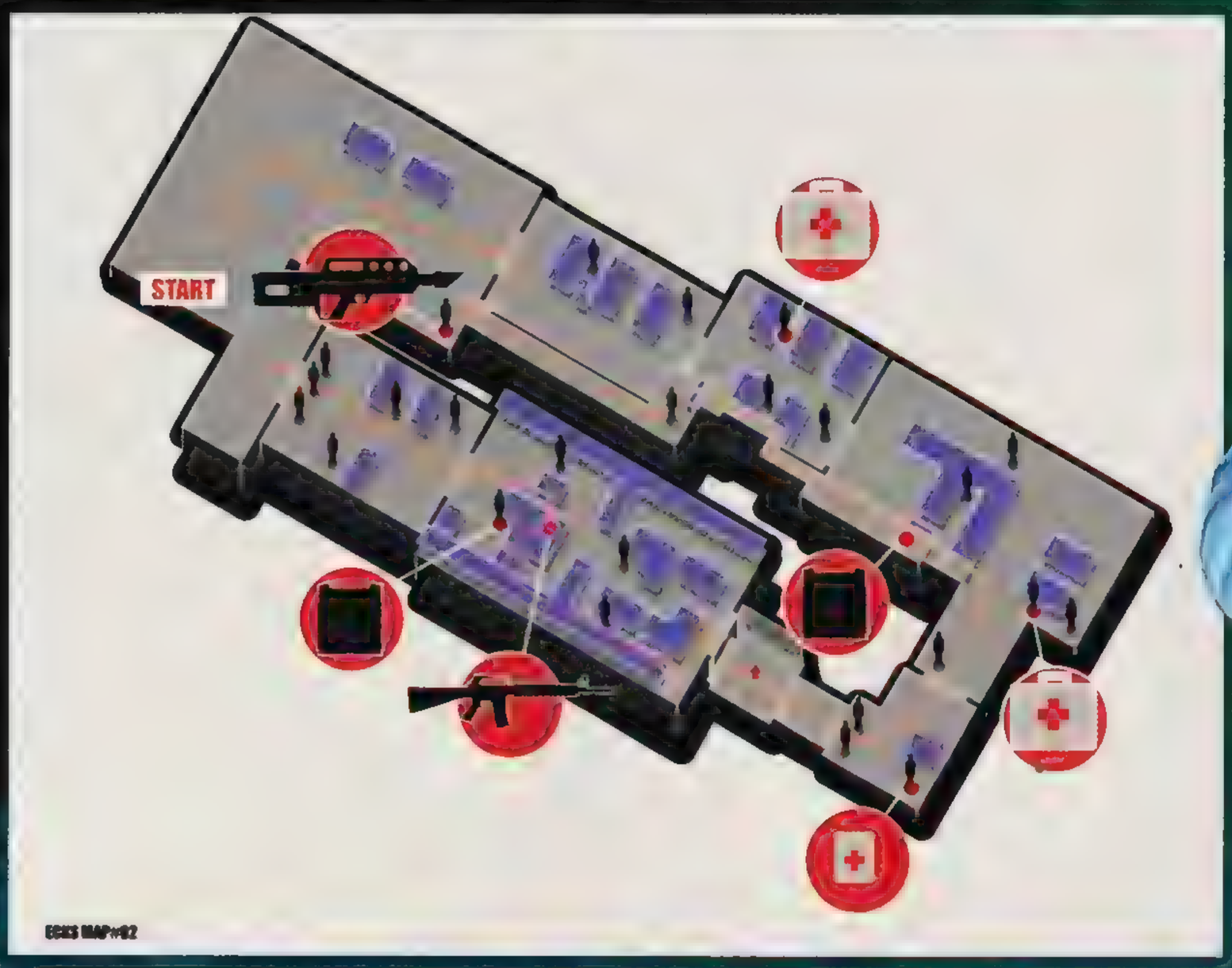
This level is divided into a series of streets and indoor sections. You start off outside with Sever right in front of you. Begin chasing her and she will make her getaway. There is a guard behind the dumpster on the left as you round the corner, and two others beyond the crates on the right. Make sure you pick up the Pancor from one of these guards.

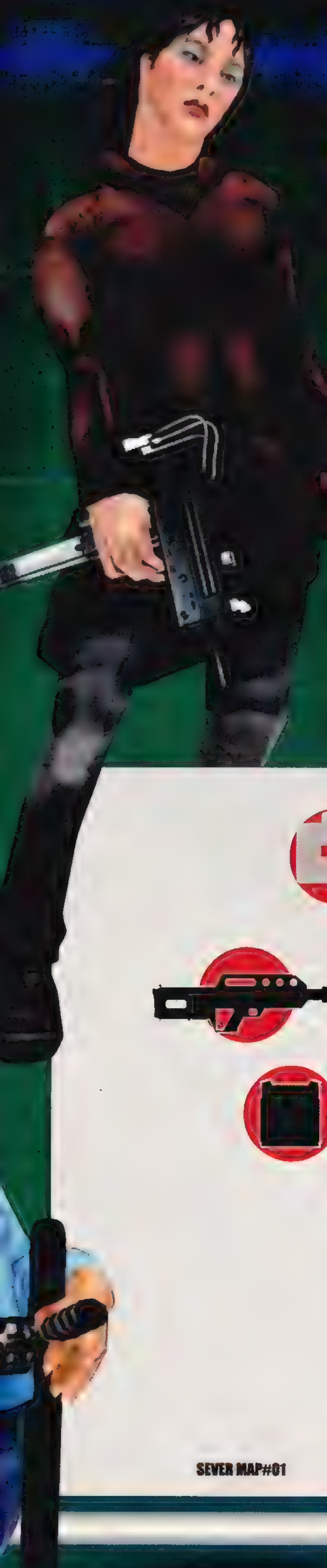
Enter the first building, dropping the guard standing in the doorway. Run up the stairs - there's another guard at the top of the flight. Enter the room at the top shooting another guard – he's holding some more ammo for your Pancor. Open the window, blast the guard on the fire escape, and make your way to the next window. Be careful when opening it, as there is another guard on the other side, this time equipped with a Colt.

Follow the stairs down and back outside, where you should catch up with Sever again. Mow down the guard standing in the corner and head for the covered alley – watch out, there's a SWAT goon hiding in there so keep your finger on the trigger. Keep you eye on Sever and follow her into the next building. You start running into FBI agents at this point so try and be a bit more precise with the shooting. Enter the next building, head up the stairs, shoot the Fed and jump through the window.

A guard is hiding around the corner on the fire escape – strafe and mow him down. This guard is holding a rather handy Ingram. Keep on shooting and you will also take out the SWAT member standing down the other end. Open the window on your right, pick off the guard in the room and collect some more Ingram ammo. Clamber back out and make your way down to the far window, picking up the Armour that the SWAT dropped.

From now on you will be encountering lots of SWAT goons so make sure you've switched to the Ingram. There are two of them directly in the room behind the window. Make your way down the stairs, dealing with the men in the corridor. Watch out for the guard hiding behind the door in the next room. Run down the corridor and catch up with Sever out side. Watch your back for the SWAT hiding in the covered alley in the right hand corner. Follow the road after Sever, picking off the SWAT. Enter the Viper Lounge to finish.





SEVER Missions 1-4

MISSION 1

Location: Warehouse

Objectives: Locate the room with the laptop

Walk down the corridor. Pick off the Guard in the first room. In the next room at the end of the corridor there are three guards, but first waste the one just to the right and grab the Pancor - use this to take out the others and pick up the armour.

The guard before the stairs has a health pack. Go down the stairs and get ready to lay into the four guards in the room at the bottom. There's some more health to pick up here. Open the warehouse door, shoot the guard at the end and then creep behind the crates to surprise the two guards waiting in ambush between the boxes. Make sure you are standing on the left of the next-door facing right so that you have a direct shot on the guard standing in the corner as soon as the door opens.

There's a secret vent just to the left of the door that holds some Pancor shells. Move through the main warehouse area using the exploding barrels to maximum advantage. Head right and climb up the pile of boxes in the corner. Turn left and enter the monitor room where three FBI agents are protecting the laptop – pick it up to finish the level.

MISSION 2

Location: Warehouse

Objectives: The bomb is activated - escape within 3 minutes

Remember, speed is of the essence on this level: don't waste time needlessly trying to shoot all the enemies.

Head towards the half-open warehouse door, shooting the guard hiding behind the boxes to the left. In the first room there is a guard hiding behind each of the shipping crates. The first one on the left has a Pancor, so take him out and grab his gun. The second one on the left is holding a health pickup.

The next room is a bit of a maze – the best way to navigate it is to stay to the right until you reach the barrels in the middle blocking your path. Blow them up and head straight for the door at the far end. If you have some time to waste you could collect the Colt and ammo on top of the boxes by heading to the far right corner and standing on the light square between the boxes and the wall.

Go through the door and activate the lift. It takes a little while to come up so don't be worried if nothing seems to be happening – you should be able to hear it coming up. Watch you back for any FBI agents that you missed. Take the lift down – in the room at the

SEVER MAP#01

bottom are two guards by the door and one hiding behind the stack of boxes.

Go into the next area, creep around the crates on the right, shoot the FBI agent in the back and then make a beeline for the gap in the crates straight ahead. Pop a cap in the guard on the other side before jumping out. Notice the light square on the floor? It's another secret lift! To activate it, action the boxes opposite it and then step back. This allows you access to the vent so you can get bypass the next room. Drop of the other side; shoot the barrels at the other end, hopefully catching the FBI agent at the other end of the corridor in the blast. You needn't worry about the other enemies in this room unless you are running low on health, in which case there's a health pack up for grabs. Otherwise take the door on the left back outside.

Run round to the left, blow away the guard and FBI agent, and then dive under the open warehouse door to finish.

MISSION 3

Location: The Streets

Objectives: Locate Encrypted Disk 1. Find Mills and kill him

You start in a covered alley. Enter the building – be ready for the guard immediately on your left. Head down the corridor, making sure you pick up the armour dropped by one of the guards.

As you enter the first room, crouch down and shoot the two guards. Ecks is outside trying to snipe at you, so keep your head down until you pick up the grenades that the goons drop. Creep up to the window and chuck a grenade out – you only need to hit Ecks once to make him move on to the next window.

Carry on along the corridor, lobbing grenades around the corners to blast the waiting guards. You can pick up some armour and extra grenades in the next room, and even more grenades plus some health in the following corridor.

Be careful when entering the next room as the door is directly facing the window – Ecks will take every opportunity to destroy you. The best tactic is to try and lure the Guard and FBI agent towards the door and then throw a grenade in. There is another guard just inside the door to the left of the window: make sure you shoot him before crouching and moving towards the window so that you can start lobbing grenades out with suffering further damage. You will need to hit Ecks twice this time though.

Take the corridor through the door on the left. But watch out as you round the corner as you are in direct line of the window. There is another FBI/Guard pair in the room that can easily be dispatched with a well-placed grenade.

Tucked away through the door on the left is a cowardly FBI agent. Grenade him and grab the health pickup before chucking grenades at Ecks, now requiring three hits. Head down the corridor on the other side of the barricaded alley. In the next main room the window is directly to the right of the door so be careful when taking out the FBI agents on the far side.

Run through the last room picking off the remaining agents and then head into the courtyard where Mills is waiting. Use the Colt to assassinate him and pick up the keycard before heading out for the half open metal door.

MISSION 4

Location: The Streets

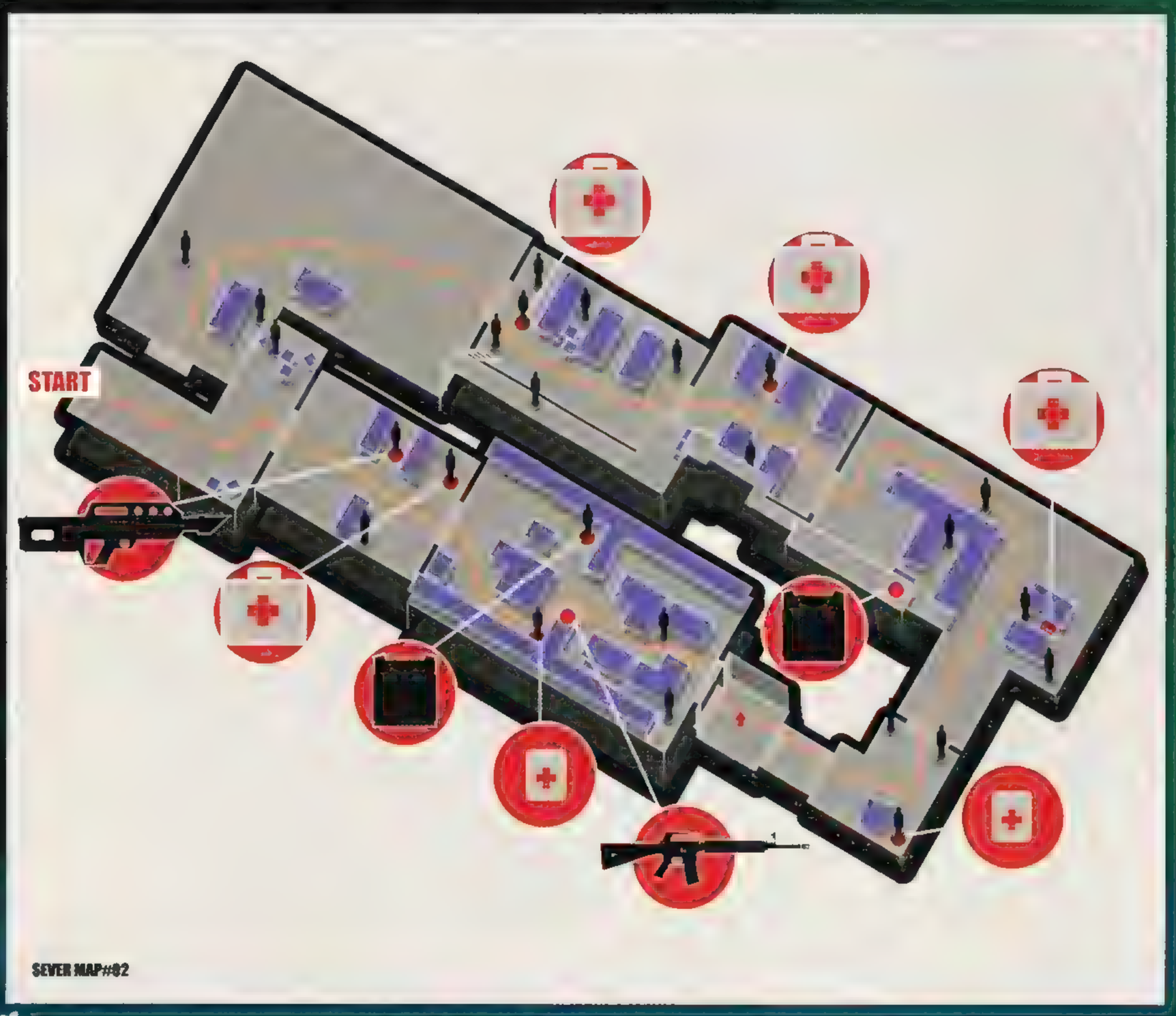
Objectives: Ecks is in pursuit. Try to evade him.

The key to this level is not to stop and take Ecks on. He's a mean mother and will kick your ass. Just stay out of his way as much as possible. This is another mission where you are better off just making a run for it and not worrying too much if you miss a few kills.

You start behind some boxes: use these cover and head for the next set on the left. As you turn the corner you will run into a guard. Put a cap in him and nick his Pancor.

The entrance to the building is around the corner and through the door on the right. Pick up the armour in the next room – you are going to need it! Move down the corridor and through the window, dropping guards where you can. Through the next window along is a guard holding a medi-kit if you're running short on health. Follow the fire escape to the left and grab the Colt of the guard through the next room.

Avoid using the Colt straight away, as you will need it to deal with the SWAT members later on. Exit the building and follow the street round to the right. Enter the door to the next building and shoot the SWAT on the left, thanking him for his Ingram as he hits the deck. Then it's through the corridors and onto the fire escape, back through the window and down more corridors. SWAT will be firing at you all along the way – do your best to ignore them and keep running. Exit the building and you're on the final straight. Follow the road around and enter the Viper Lounge to complete the mission.



WIN WIN WIN

It's an unfeasibly massive competition section this issue, especially for this holiday of Saturnalia!

On this twentieth day of Christmas, TGB gives to you ten copies of No Rules, Thunderbirds and Tetris, FIVE GBAs! Four-Player Link Cables, Three Flexilights, One Joytech range and an Xploder GBA!!

Joytech To The World!

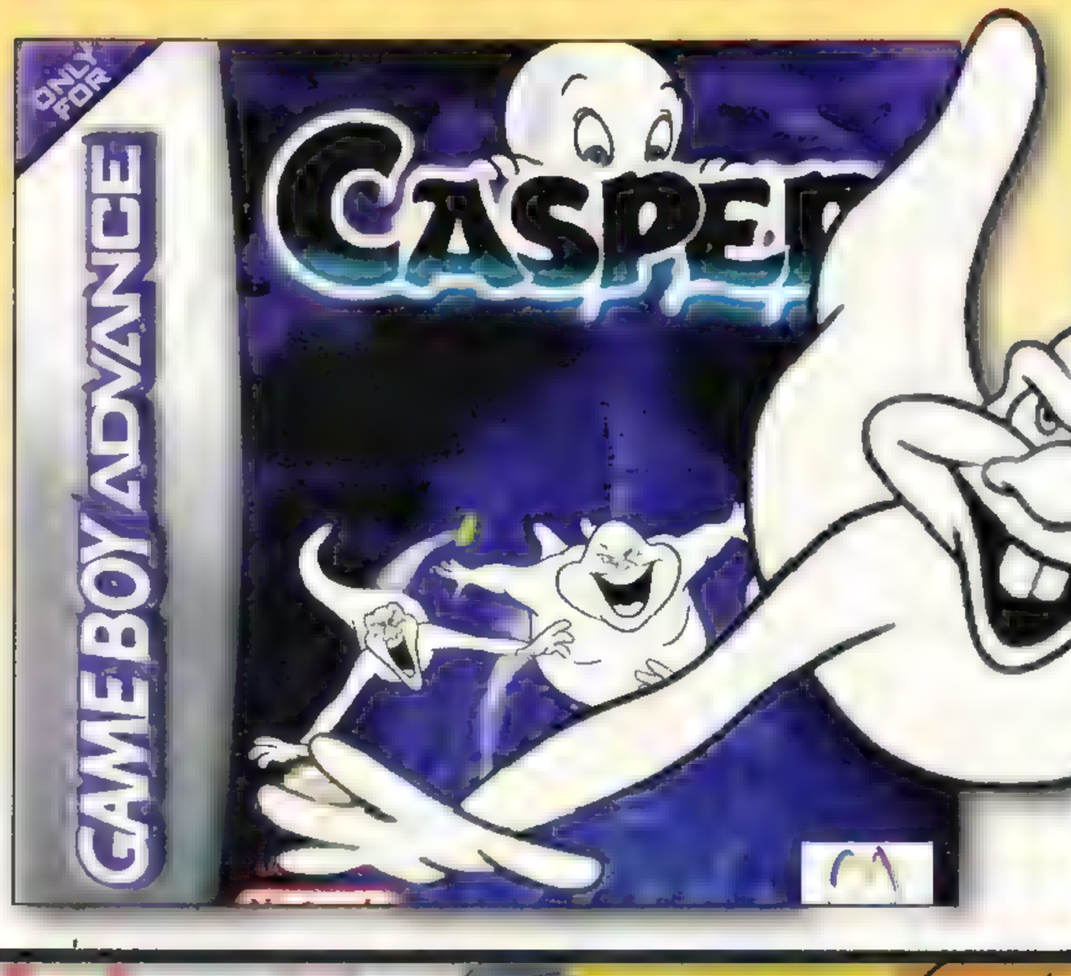
Having seen the complete range of peripherals for the GBA that Joytech has in store for Christmas shopping, it's hard to dispute that they've really got it right! The sleek translucent range boasts – AC Adapter, Advance Protector Case, Battery Grip, Headphone , In-Car Power Adapter, Light Magnifier, Multi-Link Cable, Rechargeable Battery, Spiro Light and two special packs, Deluxe and Essential. To get all of these goodies delivered to your door, simply send in your answer to this question to the same old address, no later than 5 February.

Q. Where was the little Baby Jesus born, according to The Gospels?
A) Galilee
B) Bethlehem
C) Tooting

Ghost Of Christmas Present!

Those videogame demons at Microids have come over all philanthropic and Christmassy, with this massive offer of TEN copies of their superb spectral adventure *Casper* for the GBA! And if you haven't got your Game Boy Advance yet, there's no need to worry that you'll miss your chance to guide everyone's favourite ghost through loads of crazy sleepwalking levels, because they're also offering a Game Boy Advance console to the first name out of our Name-O-Tron Receptacle (a hat). All you have to do is send your answer to this question, to the usual address, no later than 5 February.

Q. Which friendly ghost sat on a throne made of food?
A) The Ghost of Christmas Past
B) The Ghost of Christmas Present
C) The Ghost of Christmas Generally



Win! Win! Win!

Joytech To The World!
Where was the little Baby Jesus born, according to The Gospels?

.....

Ghost Of Christmas Present!
Which friendly ghost sat on a throne made of food?

.....

Tetris Worlds
The name Tetris is taken from which Greek word meaning four?

.....

Go To Blazes!
What's the name of the legendary spirit of New Year's Eve?

.....

International Karate
Which of these is the surname of a tragic martial arts dynasty?

.....

Ghosts And Gizmos
Name the directors of Gremlins and Ghostbusters.

.....

.....

.....

Break The Rules
Which skateboarding term is the name of a Pokémon-loving pop group?

.....

Thunderbirds To The Rescue!
Can you name all FIVE Tracey Brothers?

.....

.....

.....

My name is .....

I live at .....

.....

My postcode is .....

My telephone number is .....

My email address is .....

I was born on.....

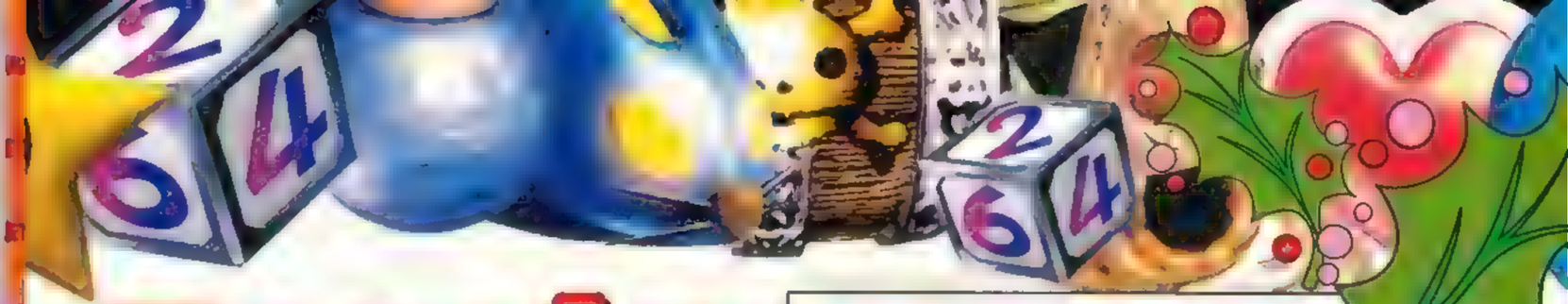
From time to time you may be sent news about exciting new products and opportunities that are of interest to TOTAL GAME BOY readers. If you do not wish to receive such information please tick this box. ☐

TOTAL GAME BOY 24

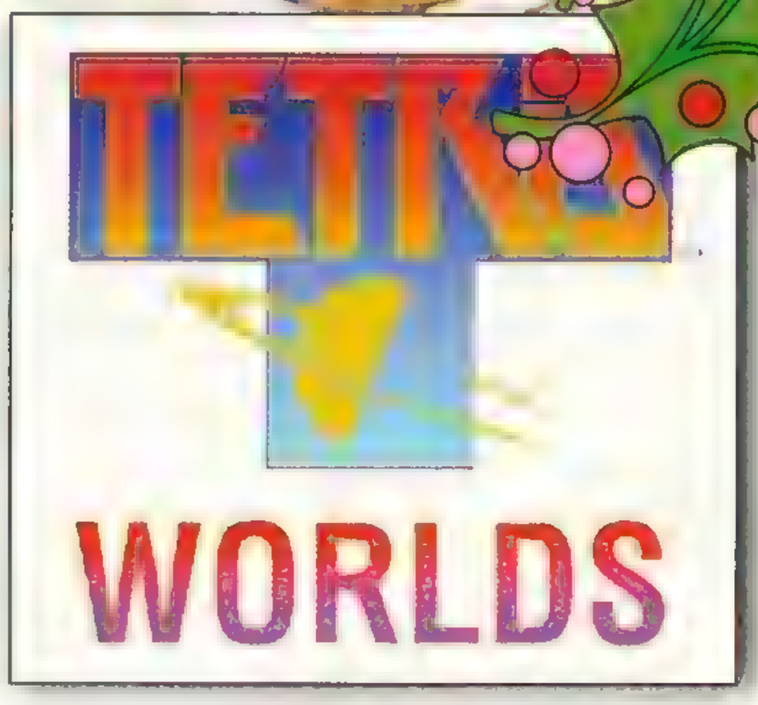
Cut out this voucher and send it in to...

Compo's 24
TOTAL GAME BOY
Paragon Publishing
St Peter's Road
Bournemouth BH1 2JS

Closing date 5 February



Tetris Worlds

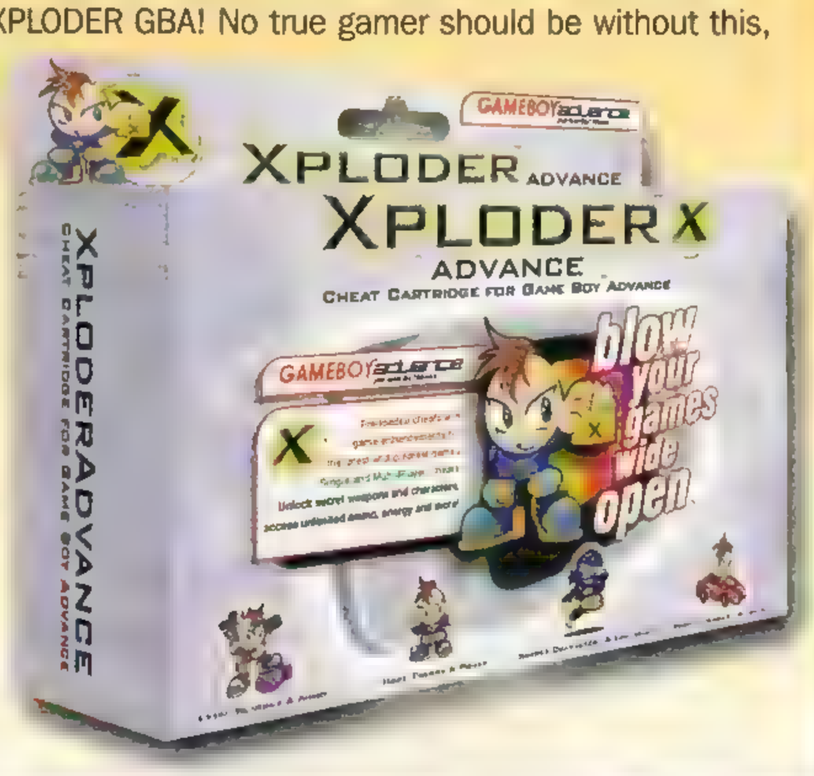


And finally tonight, those boffins at THQ have given us an amazing TEN copies of must-have, crucial GBA puzzler *Tetris Worlds*. *Tetris Worlds* places the player in a universe where *Tetris* is played in different ways on different planets. The inhabitants of these worlds (Minos) interact with the player and with each other. Test your *Tetris* skills in the most popular version of *Tetris* or the latest cutting-edge variations, such as Gadget Tetris and Bombtris. Simply answer this simple question, get the voucher in to us before 5 February and you'll be guaranteed a very merry Christmas! Well, Easter anyway.

Q. The name Tetris is taken from which Greek word meaning four?
A) Tetramino B) Tetra C) Mino

Go To Blazes!

Those peripheral geniuses at Blaze have just come up with the latest must-have add-on for the Game Boy Advance – THE XPLODER GBA! No true gamer should be without this, but we've gone one better and we can also offer five Blaze packs including Flexi Light, Battery Pack, Link Cable and a Magnifier for gallant runners-up. Answer this question before 5 February and we promise to get you the goods when you pop out of the Name-O-Tron early next year.



Q. What's the name of the legendary spirit of New Year's Eve?
A) Old Father Time
B) Young Nephew Space
C) Middle-aged Auntie Dimension

International Karate

Not content with running the biggest in-game competition we've ever heard of, Studio 3 is also joining forces with us to offer you this brilliant chance to get your hands on a copy of their excellent globe-trotting martial arts extravaganza, plus a Game Boy Advance on which to play it! We've got ten copies right here, so for your chance to get kicking your way around the world, simply get your answer to this simple question in before 5 February.

Q. Which of these is the surname of a tragic martial arts dynasty?
A) Lee B) Hammond C) Chang

Ghosts And Gizmos

Those GBC-protecting bods at Wanadoo certainly hit the jackpot with their recent licences, with GBC and GBA games out for classic movie *Gremlins* and scary cartoon *Extreme Ghostbusters*. We're still waiting for the Advance versions, but first things first – how about a copy of four amazing Wanadoo GBC titles, for those of you waiting to get the Advance console? *Gremlins*, *Extreme Ghostbusters*, *NY Race* and *Kirkou* can all be yours, plus a cool *NY Race* T-shirt! Simply get your answer in to us before 5 February and they'll be on their way!

Q. Name the directors of Gremlins and Ghostbusters.

Break The Rules

If you announced to your parents that you planned to spend Christmas afternoon zooming around doing dangerous stunts on your skateboard, you'd probably get a thick ear. But not if you were doing it in *No Rules*, the latest offering from those gaming freaks at TDK. After being visited by three ghosts (us dressed up) they've finally come round and decided to give away ten copies of the super-gnarly *No Rules*, plus, best of all, a Game Boy Advance console to play it on! First out of the Name-O-Tron wins the GBA, but first you have to get your answer in before 5 February to the same old address!

Q. Which skateboarding term is the name of a Pokémon-loving pop group?

A) Kick Flip
B) I Fell Off, Mum
C) 50.Grind

Thunderbirds To The Rescue!

Ten more copies of another FANTASTIC Game Boy Advance title, with another brand-new GBA console for the first prize winner! This time you'll get the chance to take on the Evil Hood in a massive adventure starring all the Thunderbirds characters and vehicles. Those generous Sci types have given us all this lovely Christmas booty to give away provided, of course, you get the answer to this one right, and send in the voucher before 5 February.

Q. Can you name all FIVE Tracey Brothers?

The Galler

Ji Eun Yoo

Jack Bayley

Sebastian Nowicki

Gallery

Mona's Simply Having A Wonderful Christmas Time - well she doesn't get to let her hair down that often. And we promise she won't vomit on your pictures.

Edward Hudson

David Yoo

Harry Somner

Why Don't You?

Mona's got a hankering for even more pictures! Keep all your pieces of artistic genius coming in to the same address...

The Gallery

TOTAL GB,
Paragon Publishing
St Peter's Road
Bournemouth
Dorset
BH1 2JS

See you next issue!

Puzzles

In honour of the birth of your lord, the little baby Jesus Christ, we've decided to not really bother with any special Christmas puzzles this year, but instead just bung a few bits of holly about and Rob's yer nephew.

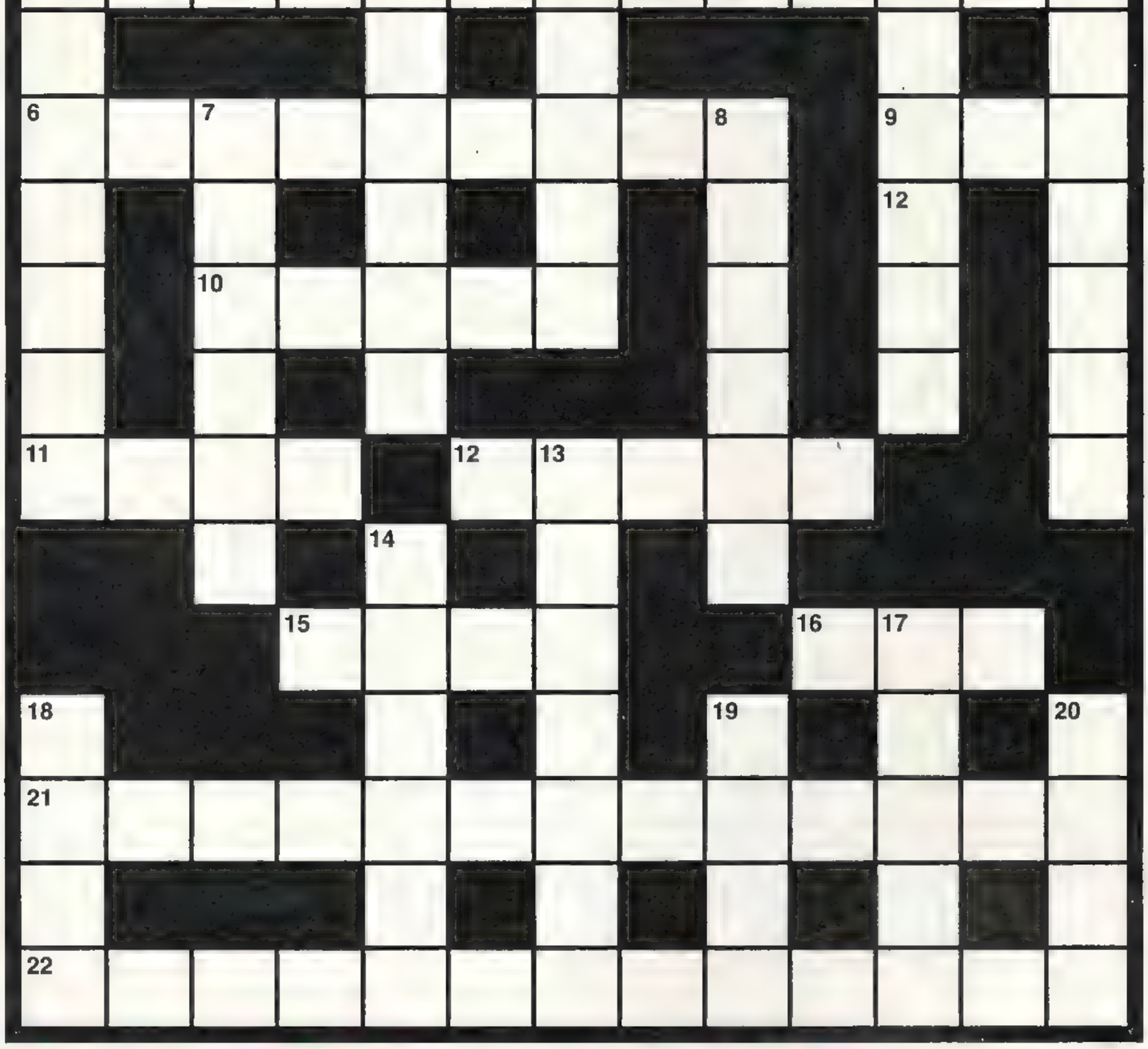
Crossword

Across

1. Father Chnstmas' original name (5, 8)
6. Beware the massive snow slide (9)
9. Harry Potter found a dead ___corn (3)
10. Sonic is blue and _____ (5)
11. I saw this come sailing in – three times! (4)
12. Very, VERY angry! (5)
15. Mario's mushroomy little pal (4)
16. James Bond's profession (3)
21. Ubi Soft's first GBA offering (6, 7)
22. Nintendo's latest GBA offering (9, 4)

Down

1. The less drastic Oracle in Link's new adventures (7)
2. Invisible Scottish band (6)
3. Scratchy's deadly rodent enemy (5)
4. A place to be idle (6)
5. Ebenezer Scrooge was converted by three what (7)
7. Mr Powers, sounds like a car (6)
8. Pokémon number 239 (6)
13. Archaeologist extraordinaire Mr Jones! (7)
14. bam's first GBA puzzler was hot! (6)
17. An insufferable Boxing Day tradition where men dress as girls (5)
18. What does a mushroom make Mario do (4)
19. Very keen; enthusiastic (4)
20. Shakespeare's king who had three daughters



Spot The Difference!

The answers are over on Page 52!

See if you are eagle-eyed enough to spot all ten differences between these two Pokémon pictures. If you manage it, reward yourself with a slap-up fish supper!

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Sabrina The Animated Series: Spooked

She's cast her spells on the GBC before, but will she have you bewitched this time?

U[illegible]

Spooky

[illegible]

Kooky

[illegible]

Jump off the chocolate to avoid the green mad thing on a pogo stick!?

Check out the constellation. It's the plough. Not

Ouch! When she lands on that it's sure gonna be painful!

All the flying candy and big mouths – it's a bit trippy!

In my opinion...

Izzy wizzy... let's get busy!

It's a nice little game really, simple to get the hang of (but maybe too simple) and overall quite good fun. The music is kinda okay too. What lets it down is the lack of levels. As the challenges are quite simple, it's far too easy to complete. However, Sabrina fans will like it for sure. **Nerys**

Hubble, Bubble, Toil And Trouble!

On each of the different levels, Sabrina and Salem find magic spells that will aid them in their explorations. Each world has a new spell, that only Sabrina can use, and it can be used solely for the rest of that level. Here are the spells that you'll come across in the game:

Bubble Spell

This spell allows you to travel about in a bubble. Press the A button and Up on the Control Pad to go upward. Press and hold the Left and Right arrows to move the bubble around slightly.

Crush Spell

You can smash the cracked blocks apart with this spell, which is handy when items are blocked in. Press Down on the Control Pad while jumping to break those blocks.

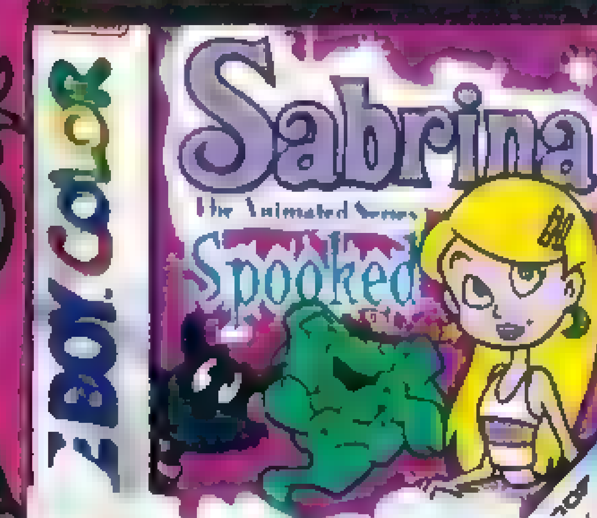
Whirlwind Spell

Look out evil nasties! Sabrina can turn into a tornado when she finds this spell. Double tap in either direction to blast through enemies and Whirlwind blocks.

Tiny Spell

Using this spell, you can make Sabrina small by stepping onto a Shrink block. She won't be able to attack, but she can fit into very small places. In order to un-shrink her, simply step onto the Shrink block again.

TOTAL GAME BOY Verdict



Price	£24.99
From	Knowledge Adventure
Released	Out now
Genre	Platform
Players	1
Web	www.knowledgeadventure.co.uk

Extras
✗ Link-up ✗ Battery save
✓ Passwords ✗ Infrared
✗ Printer ✗ Rumble Pak

Bewitched

- A fun little pick-up-and-play-game that's really quite addictive.
- For once, the music isn't all that bad.

Bedraggled

- Nothing new here – kill the nasty things, find the items.
- Poof! It's all over in the wave of a wand.

Or you could try...

Looney Tunes
From Sunsoft

Although it looks naff, it's platforming fun and frolics at its finest kids!

Graphics ★★★
Nice and colourful, but not pushing the boundaries.

Sound ★★★
Quite jolly really and they fit well with the game.

Playability ★★★
Easy to get into, quite addictive.

Lastability ★★
Four world with four levels in each – it's over all too quickly.

Final Rating

69

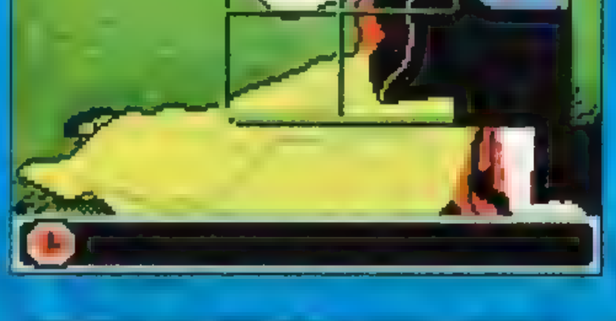
"Nothing outstanding and you'll finish it in a day. Not offensive though and Sabrina fans will probably like it."

Snow White And The Seven Dwarfs

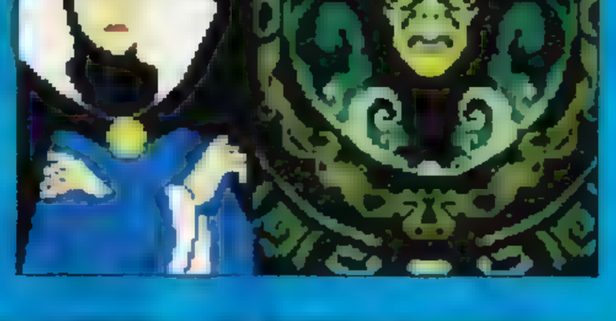
Snow White has skipped her dainty way from fairy tale to game, but will she tell a different story on the Game Boy?

T

Hi Ho!



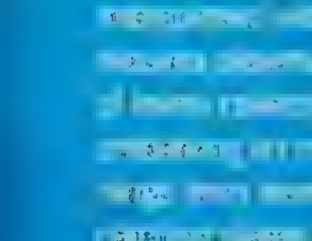
Got two rabbits, three to go and we'll be able to make a nice stew



Mirror, mirror on the wall, who's the fairest of them all?

It's Off To Work They Go

Players don't just get to control the lovely Snow White – they will also be given the opportunity to take on a number of tasks as one of her vertically-challenged chums. A late platform section, for example, has you exploring underground mines collecting jewels as a wee dwarf, whilst one of the puzzle sections involves shooting at vultures as another of the seven little fellas. Ah, bless.

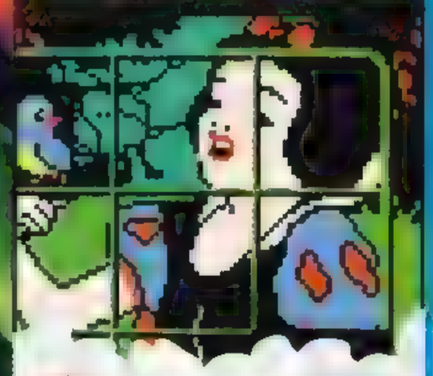


In my opinion...

Sneezy, Dopey, Happy Grumpy, Bashful, Doc

and Sleepy. That's what I was when playing this game – half asleep. Okay, it's designed for small children, but that's not an excuse to make a game stupidly simple. They can't do complex things, but they still want fun! **Cyra**

TOTAL GAME BOY Verdict



Price	£24.99
From	Ubi Soft
Released	Out now
Genre	Platform/Puzzle
Players	
Web	www.ubisoft.co.uk

Extras

✗ Link-up ✔ Battery save
✗ Passwords ✗ Infrared
✗ Printer ✗ Rumble Pak

Bewitched

- Very young children will find the game accessible and fun.
- Characters look cute and will appeal to nippers.

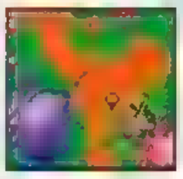
Bedraggled

- Unfortunately, there's not much to it, even for a children's game.
- The level design is, in places, unbelievably basic.

Or you could try...

Alice In Wonderland
From Nintendo

This game gives you fantastic adventuring in the weird and wonderful world of Alice.



Graphics ★★
The characters are nice, but the platform levels look pretty terrible in places.

Sound ★★★
The usual tinkly affair – it is not bad though!

Playability ★★
If you're four – great, but anyone else is in for disappointment.

Lastability ★★
Again, very wee people might find enough here to keep them coming back, but experienced gamers will be through with it in an hour!

Final Rating

60

"Kids only! Adults beware..."

Phalanx

Phalanx

An old-skool, sideways-scrolling shooter shoots... but can its Eighties gameplay still score in a modern world?

It's your typical Sunday for Rick Sanada – have breakfast, take the kids to church, save another planet from an invading horde of marauding aliens. Actually, that's a lie – our Rick exists solely to fly the *Phalanx* A-144 strike fighter with his genetically enhanced, 33 times faster than normal reactions.

Phalanx Symbol

So the story's not that original – that's okay, neither is the game: head left to right, destroy things, pick up increasingly massive weapons! You can carry up to four weapons at any time (switching with the R button) and turn a weapon into a meaty 'destroy-everything-in-sight' bomb. The downside is you lose the gun, so you'll have to decide between ploughing on or ditching weapons. However, the main problem with *Phalanx* is that it's pretty bland!

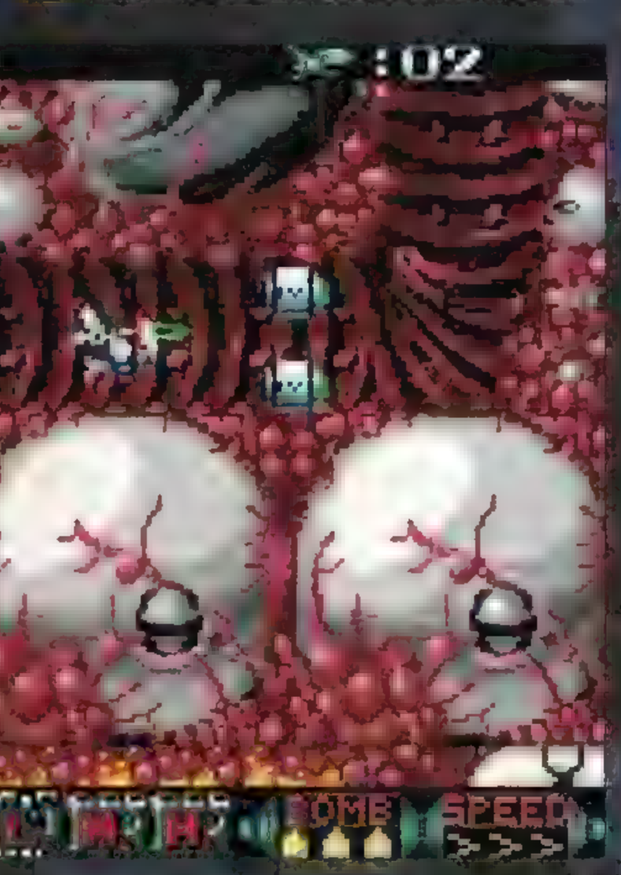
Pea Shooter

It doesn't have the addictive simplicity of *R-Type* or the Earth-shattering visuals of *Gradius*. It's one for hardcore shooter fans only!

Giant Tony

All Change

Phalanx is an odd 'un in many ways! One of which is that when you change weapon, your ship changes. Not transforms, oh no... your old ship vanishes and in a flash a totally different craft takes its place! Why? That's just the way things are in the future!



What on earth is this!? Is looks like a nuclear explosion in a brain!

Go left, go right, shoot, destroy, pick up weapons, blah, blah, blah.

In my opinion...

A blast from the past? Not really.

[illegible] Beef Wellington

Russ

Verdict

Price	£34.99
From	Kemco
Released	Out now
Genre	Shoot-'em-up
Players	
Web	www.kemco.com

Extras

✗ Link-up ✓ Battery save
✗ Passwords ✗ Mobile Link

Shoots 'N' Scores

- Mega weapons that'll blast everything away.
- Huge bosses, which will have you engrossed.

Belly Flop

- Repetitive gameplay. It goes on and on and on...
- Easy to finish. You'll have it done in a flash.

Or you could try...

Iridion 3D
From THQ

A much better blaster that plays a treat and looks the business too!

Graphics ★★★
There's plenty happening, but nothing really stands out.

Sound ★★
The music's annoying, but it's drowned out by the blast effects.

Playability ★★★★★
It is good fun, but it's a totally mindless shooter.

Lastability ★★
Easy peasy to play and it is over far too quickly.

Final Rating

65

"There are so many good shooters in the world. Why bother bringing this one to the GBA?"

The graphics are really nice looking. The backgrounds look fabulous and the character animation is sweet.

The game has a very cartoony feel to it. The emphasis is more on comedy than bloodthirsty violence.

Lucky Luke: Wanted!

The dastardly Dalton brothers have been released from prison and are causing all sorts of trouble. Guess what? It's up to you, as Lucky Luke, to bring some law to the land.

Ever fancied yourself as a rootin', tootin' cowboy? Well, now you can live out all your sharp-shooting fantasies on your favourite handheld. *Lucky Luke: Wanted!* places you in the role of a hapless cowboy, who must hunt down the recently released Dalton brothers, before they create any more mayhem.

Saddle Up

The game contains a selection of different play modes, although the main bulk of the action sees Luke blasting his way through some really cool, brightly coloured Wild West environments. Unfortunately, you have only got a limited supply of ammo, so try not to waste any shots as you pick off the various bad guys that pop up throughout each stage.

Gone West

It's all good fun, but the slightly simplistic gameplay may soon leave older gamers a bit bored. Fortunately, to spice things up, there's a whole bunch of mini-games that can be played against the computer or with a friend via a two-player link-up option. There are definitely better games on the GBA, but *Lucky Luke: Wanted!* will keep younger players happy till the cows come home. This certainly isn't essential, but it's worth a look.

Giant Tony

You Lucky People

As far as cowboys are concerned, Luke isn't the sharpest shooter on the scene. However, as his name suggests he's a bit of a lucky fella and the bad guys he meets know this. So, Luke can use his reputation to his advantage. Some guys get all the luck, eh?

In my opinion...

We're going straight to the Wild West.

With its colourful cartoon graphics, *Lucky Luke* certainly looks the part. The main game is good fun and should keep you playing for many an hour. Add to this a selection of enjoyable mini-games and you've got a nice little game. It's quite simplistic, but *Lucky Luke* will make a great present for a younger relative. Yee haw! Simon

TOTAL GAME BOY Verdict

Price	£34.99
From	Infogrames
Released	Out now
Genre	Action/adventure
Players	
Web	www.infogrames.com

Extras

✔ Link-up ✗ Battery save
✔ Passwords ✗ Mobile Link

Ride 'em

- Colourful graphics and all the characters are really well animated.
- The main game offers a challenge and there's loads of sub-games.

Hide 'em

- Sadly, the gameplay is fairly simplistic.
- There are too many quality titles on the market to make this an essential purchase.

Or you could try...

Rayman Advance
From Ubi Soft

Top platforming action, great gameplay and jaw-droppingly good graphics.

Graphics ★★★★
Great cartoon-style visuals and the characters are well animated.

Sound ★★★
Some catchy Wild West tunes and the sound effects aren't bad either.

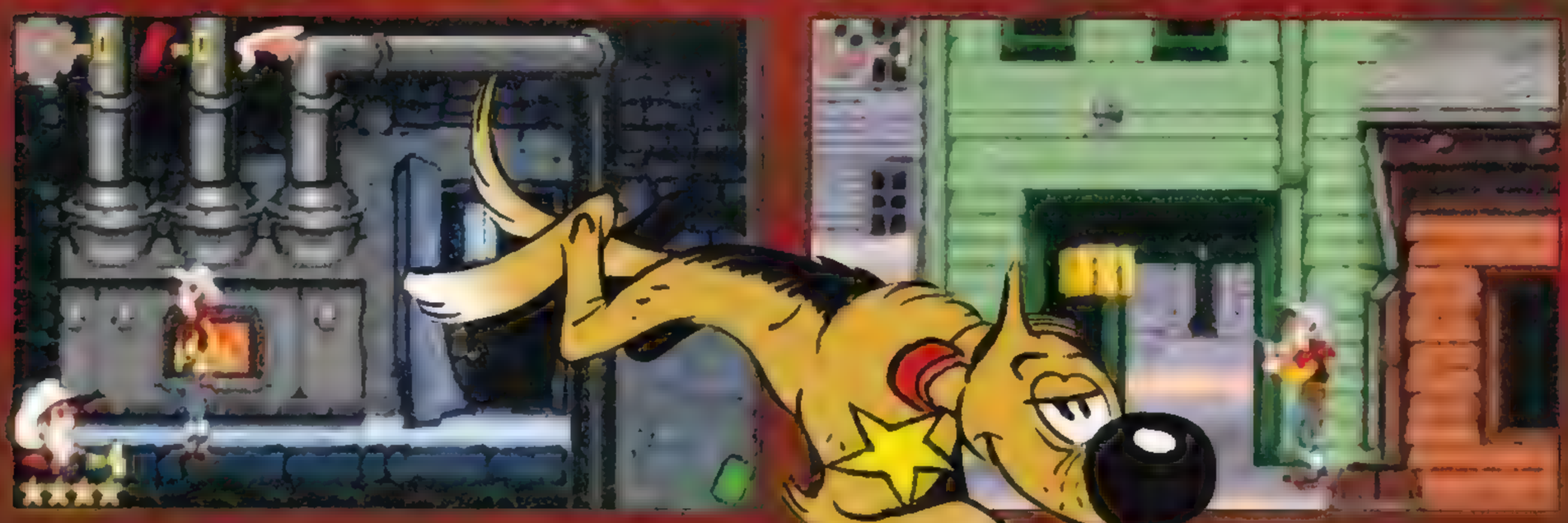
Playability ★★★★
You've got various different games on one cart, plus some enjoyable multiplayer modes. Good stuff.

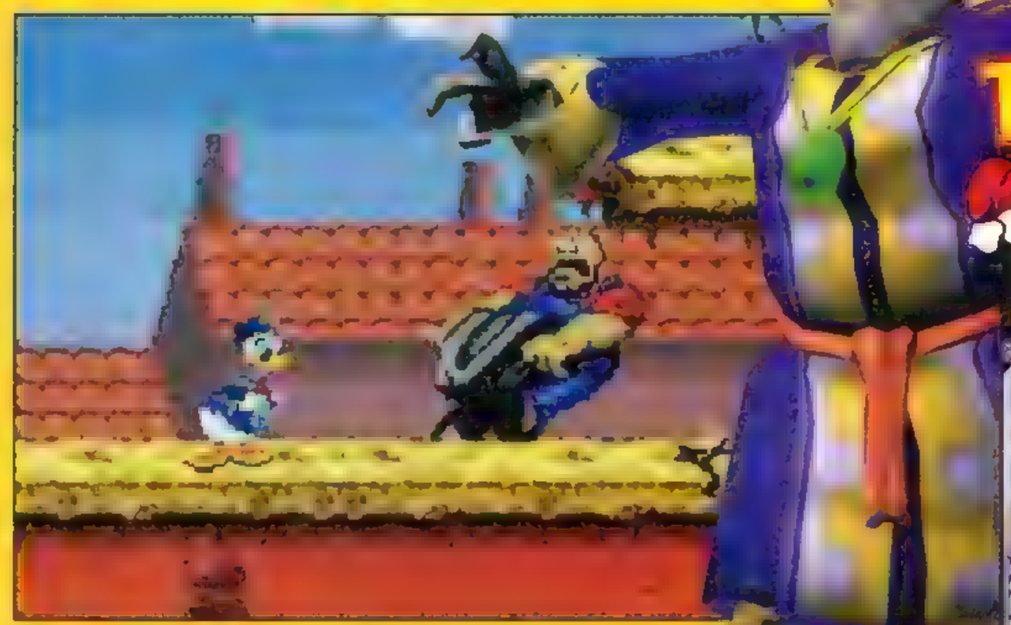
Lastability ★★★★
There's a solid challenge on offer and you will keep coming back to the mini-games.

Final Rating

80

"This is a rootin', tootin' Wild West extravaganza that looks good and plays good too!"





Donald Duck Advance

Mickey's quacking best buddy (except for the big gerbil in a hat) is regurgitated for the GBA!

Blimey. Talk about a time loop. It's really not that long since we gave *Donald Duck: Quack Attack*, for the GBC, a reasonable 84% and, to be honest, it probably deserved more. What the tricky, fast-paced platformer didn't deserve was to be usurped on its own territory by this GBA rehash.

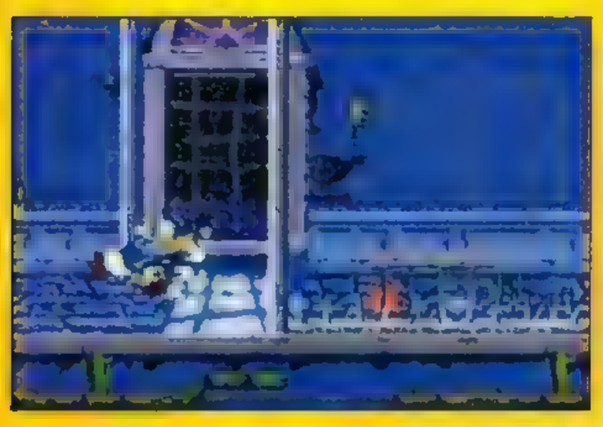
Quacking Hell!

Reworking the graphics of recent GBC games and adding the word 'Advance' to the title is a new idea that simply doesn't appeal. Okay, so *Inspector Gadget Advance* is much the same, but at least there's an attempt to tell a new story. This is exactly the same 'save-Daisy-from-a-big-dog-with-a-beard' time-travel caper that made us scream with anger and then yell for more on the good old GBC, but with added detail and a few extra bits of gameplay tagged on. For an extra tenner.

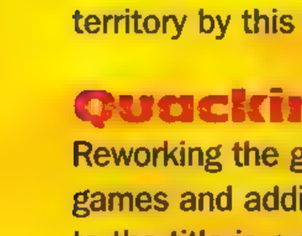
Out For A Duck

The strangest thing about the game, despite the rather yummy graphics and additional Picture Gallery Collectable Card option (which could have been in the original anyway), is that it simply doesn't play as well as the first game. It seems slower, harder to follow and decidedly lacklustre for a GBA adventure. There's a cute 3D intro, but the sound isn't great either and, quite frankly, you'd do better to get the GBC game for £15 and play it on your GBA. Didn't the designers of this game realise that was an option?

Jem



Well, at least the graphics in this game are rather quack-ing!



In my opinion...

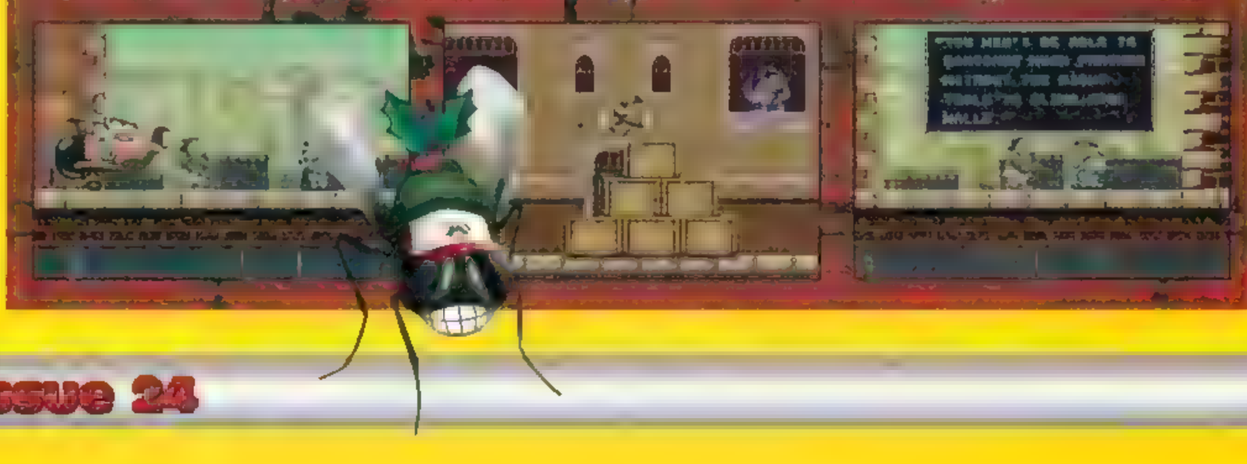
If you don't like duck, you're rather stuck!

Jem's going over the top a little here, to be honest, because this is still a fun time-travelling romp with amazing visuals. Then again, you're really not getting much for your £35. And we're all a bit worried about the laziness of games companies redesigning and repackaging GBC games and simply adding the word 'Advance' to the title. Try something new, for duck's sake!

Cyril

Marvin McFly's Drrrrrunk!

HEY! HAPPY CHRISTMAS YOUSE GUYS! I've bin sitting in a bottle of rrrrum for the whole afternoon, n frankly, I'm shozzled. But I jusht 'bout 'membered to go back a decade or sho and get the lowdown on a mush better Donald Duck advensher. Those Total Bee Gee guys may be down on recycling old MegaDrive and SNES games for the GBA, but *Donald Duck: Quackshot* for SEGA's machine was a real classic, what with shootin' plungers all over the place 'n' fightin' through loads of levels n havin' lots of fun n that. Now that'd rilly make for a good Donald Advansh game. Scuse me. Must go to the toilet.



Price	£34.99
From	Ubi Soft
Released	Out now
Genre	Platform
Players	
Web	www.ubisoft.co.uk

Extras

✗ Link-up ✗ Battery save
✓ Passwords ✗ Mobile Link

Good Duck

- A quacking intro and improved visuals throughout the game.
- An attempt has been made with sampled sound – but it doesn't sound like Donald.

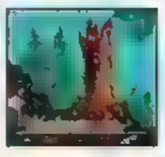
Bad Luck

- No saves and no link-up options. Advanced?
- Donald is a little awkward to control. His run is temporary and his walk's too slow.

Or you could try...

Donald Duck
From Ubi Soft

The 'Advance' version is money for old rope really – the GBC version's still much better.



Graphics ★★★★★
A really nice 3D animation kicks off a lovely looking adventure.

Sound ★★★
Donald sounds too squeaky, but an effort has been made.

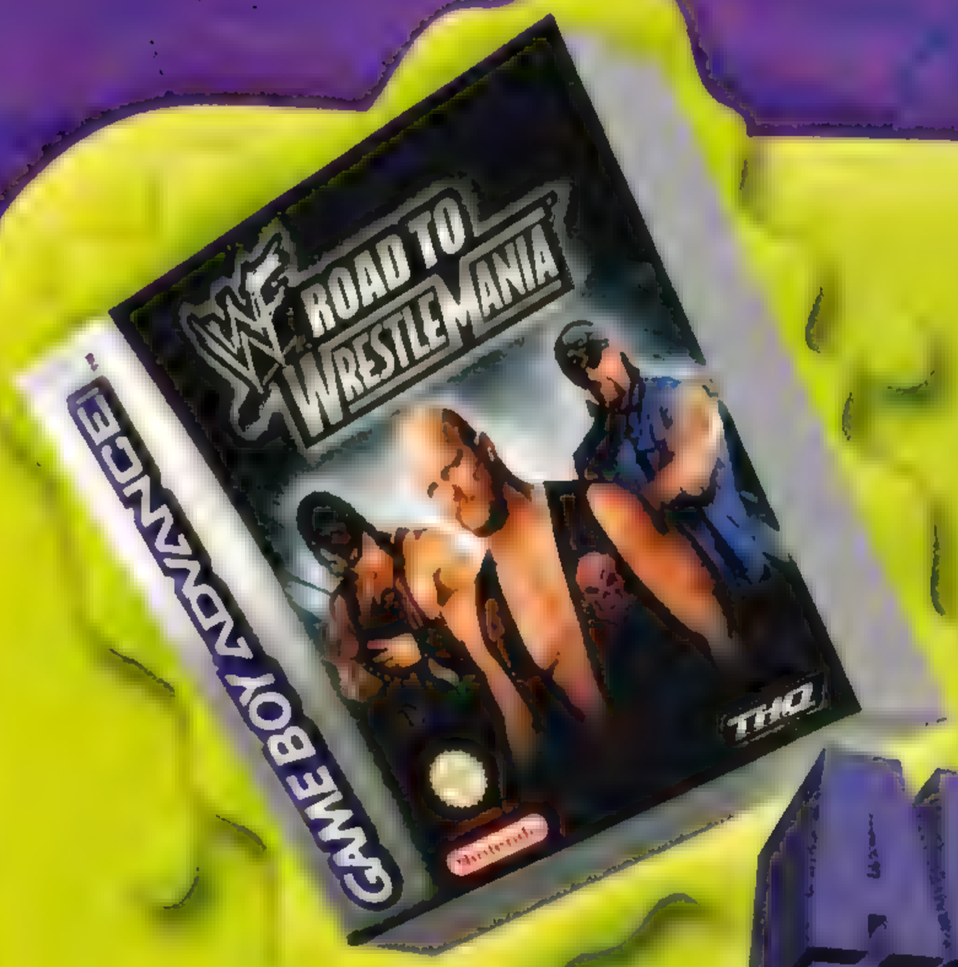
Playability ★★★
Not as easy to control as the original, and certainly not an advance.

Lastability ★
Aside from collecting the odd cart, you've probably already completed this adventure.

Final Rating

70

"More of a retreat than an advance. If it ain't broke...



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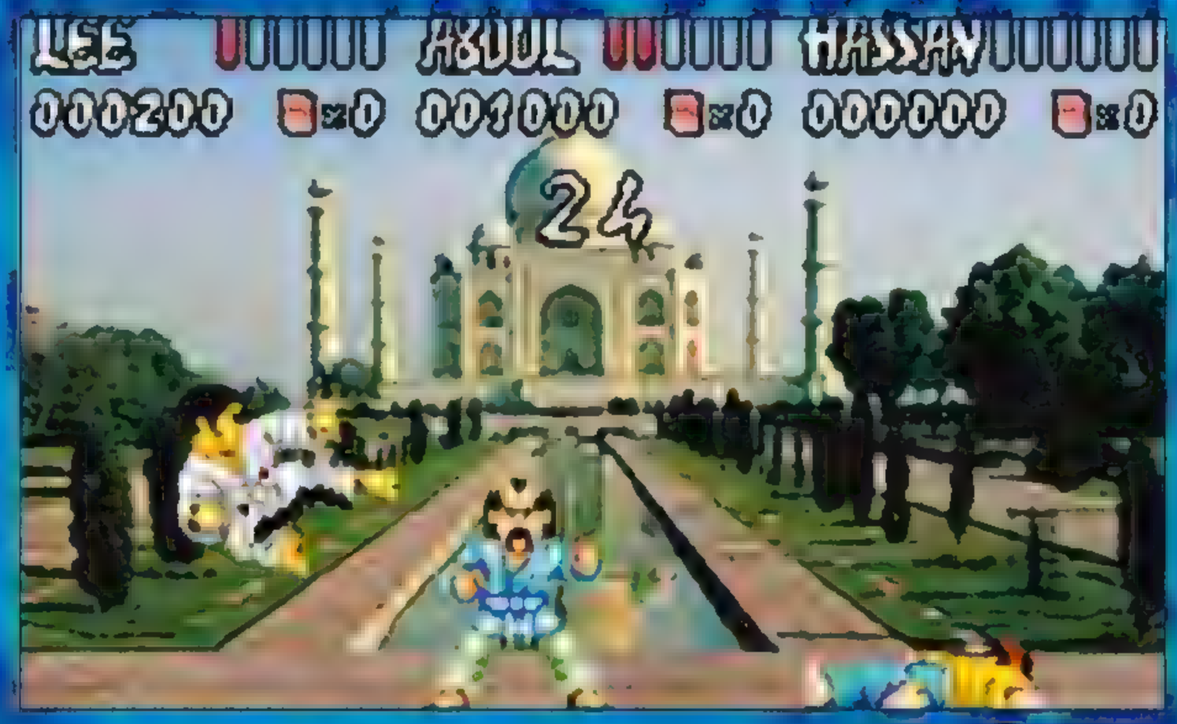


International Karate Advanced

Having appeared on eight systems before now, you'd have thought that this would be a pedigree title, but can it really survive in the modern world?

If you believe the hype, *International Karate* was the game that influenced *StreetFighter*. That may well be true, but over the past ten years, *StreetFighter* has evolved into the perfect 2D beat-'em-up, whereas *International Karate* has stayed pretty much exactly where it was.

Chop Fooey

The graphics on the characters are pretty average, but the photorealistic backdrops are very pretty. The thing is, it's just so slow and frustrating to play! Instead of simply pushing left and right to face your opponent, you have to use the shoulder buttons. Each character has exactly the same moves – I know that this is karate, but you'll get bored of sweep, roundhouse and jab within five minutes of switching the game on. As if that wasn't tedious enough, the collision detection is bad as well. Your punch/kick will look like it's hitting your enemy, but nothing will happen, even if you're virtually on top of him! I'd stay well clear of this one...

Giant Tony

In my opinion...

Everybody was Kung Fu fighting...

As a big fan of *International Karate*, I found this game top quality. The fighters are easy to see and control, plus there are a number of bonus games to help improve your all-round skills. The time has come to fight – the international way!

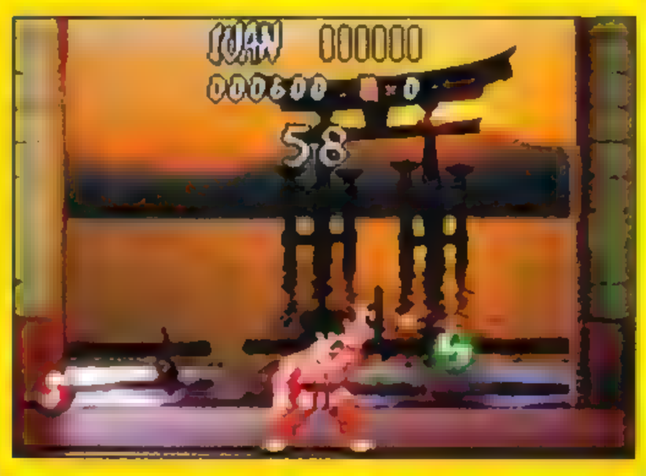
Russ

The collusion detection is truly awful. You might think that you are making contact with the opponent, but you won't get the points!

There are lots of different cities to play in, including London – enjoy fighting on the South Bank! Wonder if Melvyn Bragg fancies a ruck?

Wax On, Wax Off

There are a few bonus games in *International Karate Advanced* to provide you with some extra entertainment, but – most importantly – to prime your reflexes. Push Up, Down, Left and Right to block the oncoming balls of doom. Alternatively, you can always go for the Bomb game, where you must punch and kick the bombs out of your way before they explode in your face. Hey, who ever said that becoming a karate master was gonna be easy?



TOTAL GAME BOY Verdict

Price	£34.99
From	Studio 3
Released	out now
Genre	Beat-'em-up
Players	
Web	www.studio3.co.uk

Extras
✗ Link-up ✗ Battery save
✓ Passwords ✗ Mobile Link

Graphics ★★★★
Beautiful, photorealistic backdrops provide the eye candy.

Sound ★★★
Using the music from the original will please some people...

Playability ★★
GBA beat-'em-ups should be immediately accessible. This is just frustrating.

Lastability ★★
We certainly won't be playing it again... ever...

Final Rating

62

"Great if you want the feeling of nostalgia"

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SPEECH

SENSORY

MEMORY

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Antz World Sportz

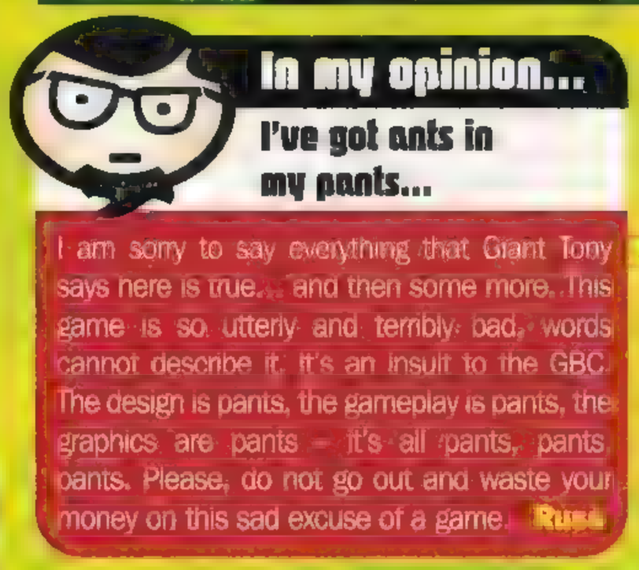
Take an old film, take out everything that makes it recognisable and then toss in some lame sports... yep, that's Antz World Sportz!

It's typical... just when we started to have faith in the Game Boy Colour again, a game like *Antz World Sportz* comes along. Whoever came up with the idea of bringing out a game based on a three-year-old movie (even though the only thing it's got in common with the film is that it has the same characters) needs to be slapped. What kind of people do they think we are, eh?

Worst. Game. Ever.

Quite simply, *Antz World Sportz* is an insult. It consists of eight 'different' events, set over five stages. Each stage gets gradually tougher, even though all it does is add another event on the end (you start with four and work your way up). Sadly though, a blindfolded chimp with its arms tied behind its back could win the gold every time... the events all required the same technique and they're all so short, we finished the whole game in less than an hour. £25 for this? Don't make me laugh – you could get three copies of the movie for that...

Giant Tony



In my opinion...

I've got ants in my pants...

I am sorry to say everything that Giant Tony says here is true... and then some more. This game is so utterly and terribly bad, words cannot describe it. It's an insult to the GBC. The design is pants, the gameplay is pants, the graphics are pants – it's all pants, pants, pants. Please, do not go out and waste your money on this sad excuse of a game. **Russ**

Button Bashing Freaks

Don't believe us when we say that *Antz World Sportz* has absolutely no variety in the events? Then check out what you've got to do...

100m Sprint	Bash the A and B buttons as fast as you can.
Javelin	Bash the A and B buttons as fast as you can, then press A at the line.
Street Skating	Same as the 100m Sprint.
Termite Rodeo	Don't ask... there's no method to this at all!
Tug O' War	Same as the 100m Sprint.
Aphid Jump	Same as the Javelin.
Shot Put	Same as the Javelin... Arrrrrrrgh!

TOTAL GAME BOY Verdict

Price	£24.99
From	Light And Shadow Production
Released	Out now
Genre	Sports
Players	
Web	www.lspcom.com

Extras

✗Link-up ✗ Battery save
✓Passwords ✗ Infrared
✗ Printer ✗ Rumble Pak

Top Ant

- Based on a good film.
- No, there isn't another good point.

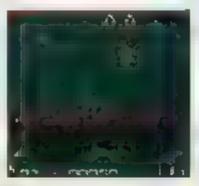
Big Pant

- Awful, awful and awful again.
- Pins through your eyelids is more fun.

Or you could try...

Antz
From Infogrames

Hey, at least it's got something in common with the movie.



Graphics ★
Tiny, badly animated pieces of rubbish.

Sound ★
Yeah, right... as if that's any good.

Playability ★
Stab the buttons, rest and then repeat.

Lastability ★
An hour isn't worth £25 in our books.

Final Rating

8

"If you see anyone actually buying this game, point and laugh – they deserve it."

All-round sporting extraordinare, Kao takes to his snowboard to tackle some floating dough balls. It's not exciting.

There's nothing kangaroos like better than a nice raw heart.

Kao The Kangaroo

He's bouncy, trouncy, flouncy and pouncy - but is he fun, fun, fun?

Poor old Kao. This dear kangaroo hasn't fared too well on any console so far. Since his first appearance, all of his adventures have been instantly slated as unoriginal and, far worse, uninspiring. And, having played the brand-new Game Boy Advance adventure, this seems to be because the designers of the inane pugilist marsupial don't have an original idea in their heads. From the very first set of spikes to the final boss level, *Kao The Kangaroo* comprises 21 levels of platform cliches.

Kao Knock Out?

Of course, this means that a certain amount of people who have an insane attachment to moving platforms, bonus mushrooms and cute animals with a great talent for jumping around will still want to add this frankly dull adventure to their collection, so let's give a little credit where a little credit's due. One addition to the standard fare here is the chance to collect keys before finding a magical keyhole, which gives access to a special bonus level. Come to think of it, that's not as original as we thought.

Moribund Marsupial

There are also a few breaks from side-scrolling boredom, with a snowboarding level, an insane spin in a spaceship and a surfing level. But they're simply not fun! Like practically everything else in the game, they're either irritatingly tricky or bemusingly simple. This game's idea of a challenge is to pit you against an opponent that refuses to be hit, as is clearly visible from the boss levels. The ways of killing each boss are completely obvious, but as each hit they take causes half a millimetre of damage to their massive energy bars, it's a long and boring process to get to the next level. You could just not bother, though, and instead spend a few minutes guessing the irritating passcode to the next level. In fact, that would probably be more entertaining. All in all, this is the kind of game that gives platformers a bad name. No effort has made to introduce advanced features, link-up options or anything. The tunes are rubbish, the idea is tedious and the price is colossal. Let's hope this kangaroo will now hang up his gloves.

Jem

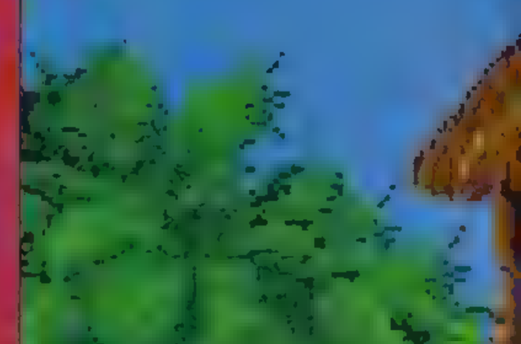
Kangaroos: What Are They Like?

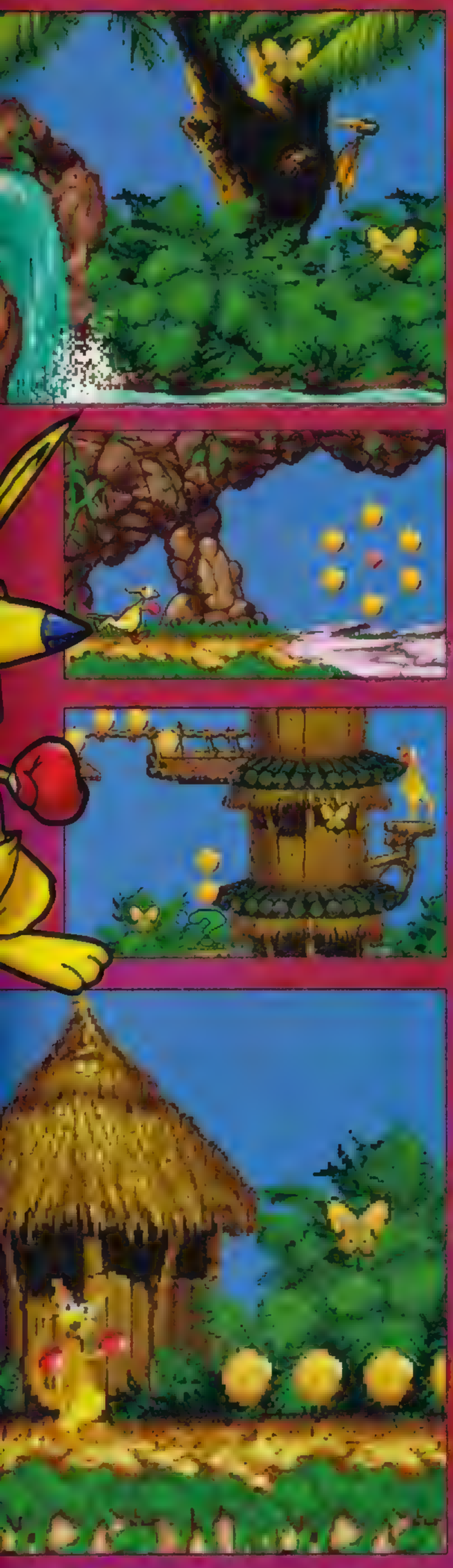
A load of cack

By Professor Skippy Bounder

The kangaroo gets its name from the latin Kanga, meaning 'This animal is called a' and Roo meaning 'kangaroo'. They were discovered in 1947 by a Nazi war criminal called Geoff, who hid inside a startled kangaroo's pouch until 1964, when he decided to pop out for a 7-Up and was discovered by Winston Churchill, who was disguised as a duck-billed platypus. Although the kangaroo likes nothing better than relaxing in the evening with a good brandy and a couple of 'gentleman's magazines', it has a vicious temper, and can often be found spreading nasty rumours about koala bears to passing dingos. Although popular in Australia, they are native to my local zoo. Can I go home now, mister?

Professor Bounder really, really likes kangaroos. They're the closest he has to friends.





TOTAL GAME BOY Verdict

Price	£34.99
From	Titus
Released	Out now
Genre	Platform
Players	
Web	www.titus.co.uk

Extras

✗ Link-up ✗ Battery save
✓ Passwords ✗ Mobile Link

Okay

- Nice 3D effect graphics and sampled sound.
- A few breaks from the usual platform fodder.

Kao

- Dull, boring platform clichés throughout – nothing new at all.
- No options, few levels, crap difficulty levels, you name it, Kao's got it.

Or you could try...

Spyro The Dragon: Season Of Ice
From $2!

Titus! Pay attention. This is what a real GBA adventure should be!

Graphics ★★★★★
The one part of the game that can't really be knocked.

Sound ★★★
The music is dire, but samples are reasonably effective.

Playability ★
You'll be bored of this unoriginal mess before you start playing.

Lastability ★
21 levels and the odd hidden bonus. And crap passwords.

In my opinion...

Well, in my opinion this is kanga-poo!

I love a nice platform game, which is why I hate this one. The fact that the game starts with the 'English' option next to an American flag is bad enough! The graphics are okay, but it's dull, dull, dull. No attempt has been made to create an original world, an interesting plot or likable characters. You simply jump around waiting for the next bleeding spike to avoid, and wonder who the hell thought the game was a good idea. Does anyone out there have any interest in creating a novel, involving platform-type game?

Simon

Final Rating

55

"It's the laziest game of the month!"

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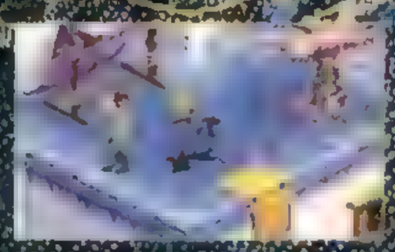

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Whatever you do, don't cross the streams! Oh no, that was Ghostbusters wasn't it? Well, same thing really.

... and then shoot the turtle thing, the worm underneath, the other one and ... you bored yet?!

Alienators: Evolution Continues...

Shooting aliens with a gun? What a novel idea!

Right. If a game comes around that really is mind-numbingly banal, we usually just ignore it, but we've decided to make a special exception with *Alienators* – to try and make an example of these lazy platformers once and for all. So, this review should stand as a warning to all games designers – if you have something like this in mind for your next cartoon or movie licence, you're in the wrong job!

Devolution!

Us limeys weren't even aware that they had made a cartoon series out of this year's reasonably funny *Ghostbusters* re-hash *Evolution*. But it seems that they have, and it seems to be pretty much a re-hash of *The Real Ghostbusters*, with the same soppy child-friendly kind of translation. But if we were really lazy and had to make a videogame out of this uninspiring cartoon, it probably would be like this re-hash of bad platformers.

Men In Weird Suits

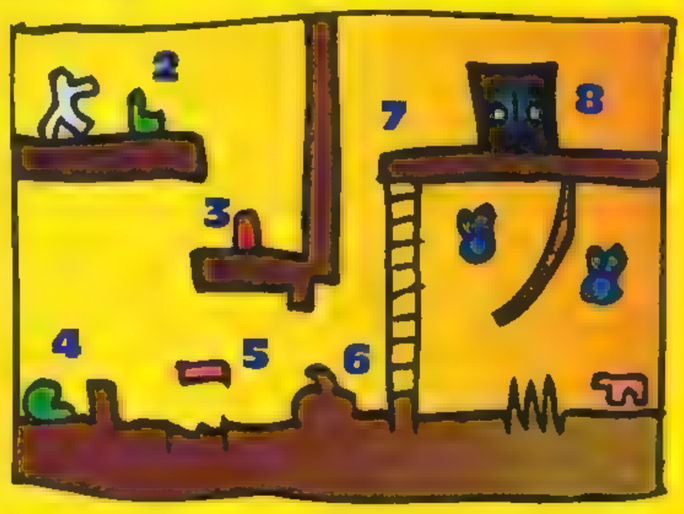
In fact, this is almost precisely the same game as the recent *Men In Black* game for the GBA, which we didn't review as it was too awful to think about. This cartridge boasts no more than twelve levels in which you play the David Duchovny-type character Dr Ira Kane. Guess what he does? He climbs ladders, jumps across slime pits, shoots aliens and picks up... things. Impressed yet? You get a choice of gun and a few different aliens, but there's nothing else here at all. Which leaves one question for the creators: will you really look back at this title with any pride?

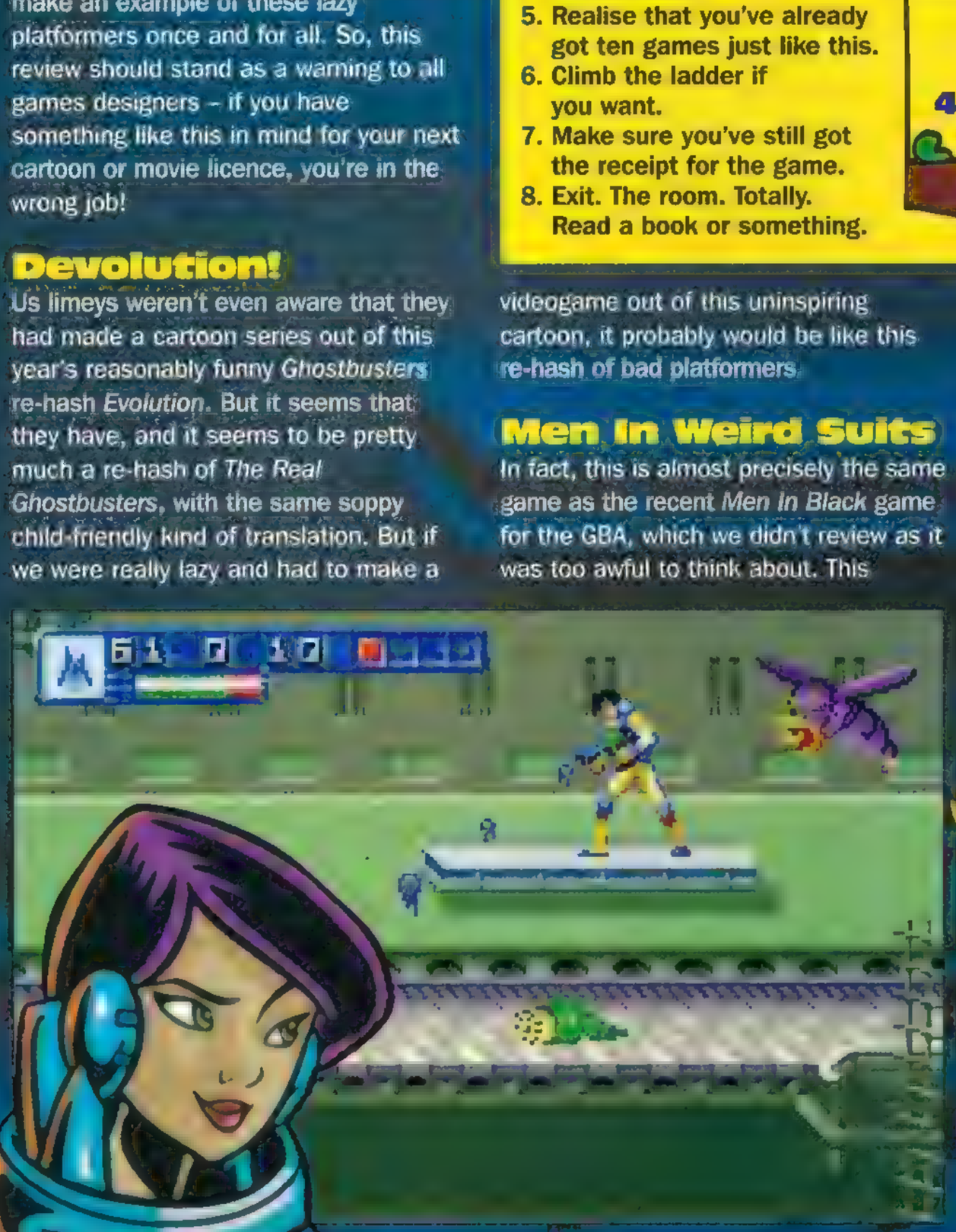
Jem

Alienators: MAPPED!

As we got a little bored of this game after four of the twelve levels, we thought we'd give you this guide on how to get through the game, skilfully drawn on an old beer mat. Here's the key:

1. Start point.
2. Kill the first alien.
3. Pick up bullet/health thingy.
4. Kill another alien if you're in the mood.
5. Realise that you've already got ten games just like this.
6. Climb the ladder if you want.
7. Make sure you've still got the receipt for the game.
8. Exit. The room. Totally. Read a book or something.





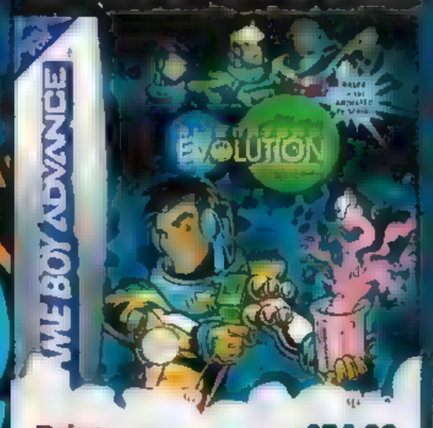
In my opinion...

If only the evolution hadn't continued!

At first I thought Jem was being a little harsh. The game looked okay and played okay, but the further I got the worse it got. It's pretty dull stuff – move along, climb, shoot, pick up. And it's far too easy. No matter how many times I tried to get killed (in order to end the game and get on with something more interesting, like homework) I just couldn't die! And usually I'm rubbish at this type of game and get killed within the first two minutes!

Cyril

TOTAL GAME BOY Verdict



Price	£34.99
From	Activision
Released	Out now
Genre	Platform
Players	
Web	www.activision.co.uk

Extras
✗ Link-up ✗ Battery save
✔ Passwords ✗ Mobile Link

Elevating

- The graphics are quite nice, in a decidedly SNES-type way.
- There really aren't two good points to be found for this game. Sorry.

Alienating

- Twelve levels of braindead platform rubbish. No fun, no lastability, nothing.
- The tune is also more irritating than a platoon of fleas singing Hear'Say songs up your nose.

Or you could try...

Men In Black
From Ubi Soft

This is exactly the same brand of lazy cack. God help us all.

Graphics ★★★★
You can't really knock it on the visual side, admittedly.

Sound ★★
A few samples for variety, but truly monotonous in-game tunes.

Playability ★
We've been here many, many times – and we didn't enjoy it the first time!

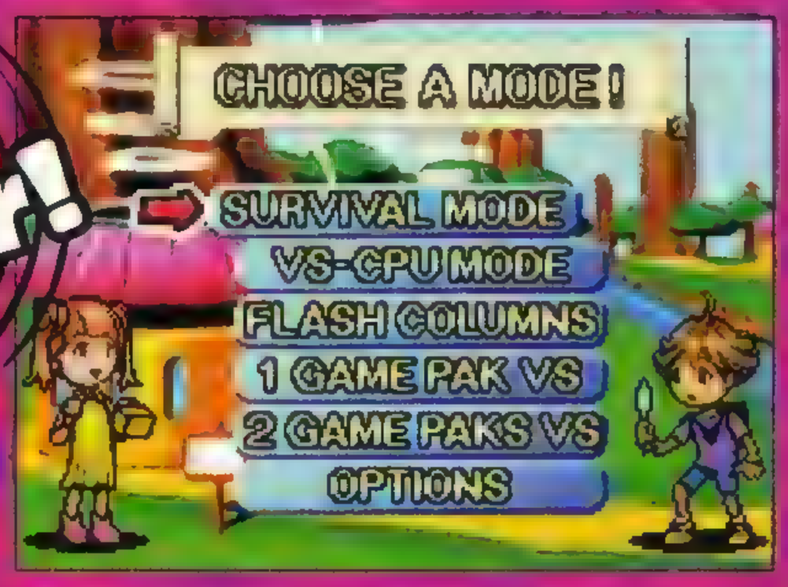
Lastability ★
Twelve levels. More than enough said.

Final Rating

42

"A lazy, boring pile of rubbish, quite frankly!"

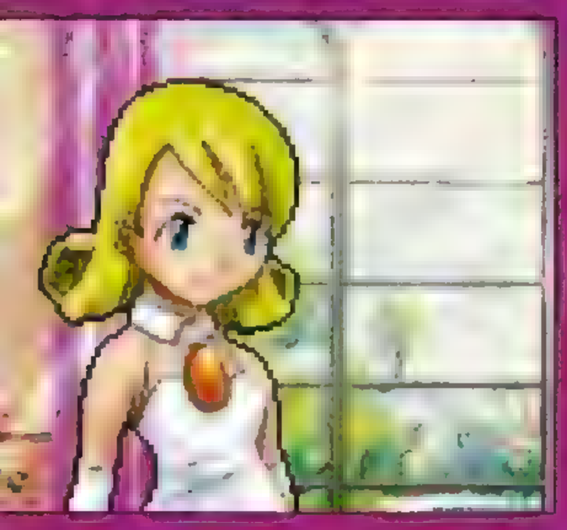
Don't aske me what the little chap's up to but he seems to be enjoying it



So many options, so much time... Well, you'd better play the game then!

She's a determined little ferret, this one. But she won't stand much chance against the last boss!

Columns Cr



Princess Dazzle herself. Not bad, for a game sprite

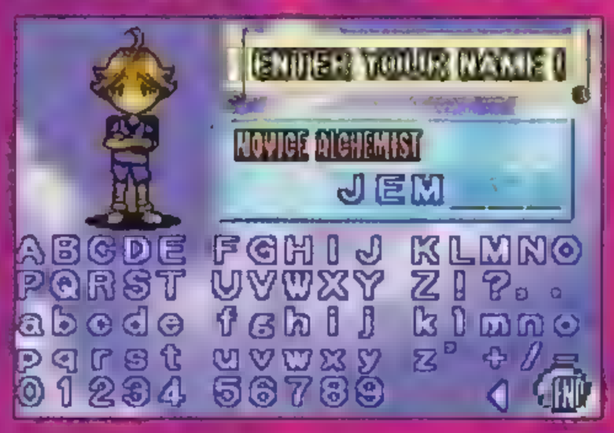
No, it's far too obvious a gag. Just leave it

It's raining jewels! Hallelujah!

It's a puzzle game in which you have to join up three or more falling coloured jewels diagonally, horizontally or vertically. Put like that, *Columns Crown* is about as original as being called Dave. However, it's in the details that generic puzzlers like this succeed or fail, and we can safely say that this offering from SEGA will be a success.

The Family Jewels

Adding a backstory and characters is always a good move to make the player care a little more about joining up coloured bricks and suchlike. In this case, we have the story of poor old Princess Dazzle, whose brown jewels have been ransacked for their gems. In order to get all 24 back, her two friends, a boy alchemist and girl magician who you get to re-name at the start, must fight the bandits, each other and time itself to reclaim all the jewels. To complete the crown, you will have to play all the way through the Survival, Vs and Flash (Beat The Clock) modes – and prove yourself to be a *Columns Crown* champion. What is more, you can also trade jewels via the link cable!



Prepare To Be Dazzled!

To accompany this idea, you get very involving graphics and animations as you battle the jewel thieves in different locations. The battles also have a Pokemon dimension, as the further you

Magic gems are all right, but I'd prefer some midget gems myself!

Quick! Get to the last jewel before the time runs out! Easy, easy, easy...

In my opinion...

Come on! Gimmie more puzzles!

Wow! I love puzzle games and this has got to be one of the best I've ever played. It's pretty tough to design an original puzzle and although at first it might sound similar to all the other puzzle games, trust me – it's got something unique in there somewhere. There's loads of options and link-up too and it's this added diamond that makes it a must-have game.

Cyra

He doesn't look to happy. But neither would you if that man was throwing things at you!

TOTAL GAME BOY Verdict

Price	£34.99
From	Infogrames
Released	Out now
Genre	Puzzle
Players	
Web	www.sega.com

Extras

✓Link-up ✓Battery save

✗Passwords ✗Mobile Link

Golden Crown

- Superb graphics and eye-catching animations.
- An embarrassment of options and link-up features make this real value for money.

Going Down

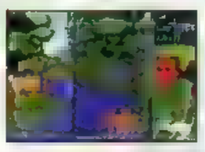
- Sometimes the cartoons and animations take ages to get through.
- The Vs CPU option gets unfairly tilted in the opponent's favour.

Or you could try...

Tetris Worlds

From THQ

The ultimate handheld puzzler – with a few deer thrown in for a laugh.



Graphics ★★★★★

A bit cute, but it is certainly wonderfully detailed.

Sound ★★★

Plinky, plonk, plonk, plinky, plonky, plinky, plonky poo.

Playability ★★★★

The CPU games get very irritating, but there's so much to do here....

Lastability ★★★★★

It's one of the ultimate re-play boredom busters!

Final Rating

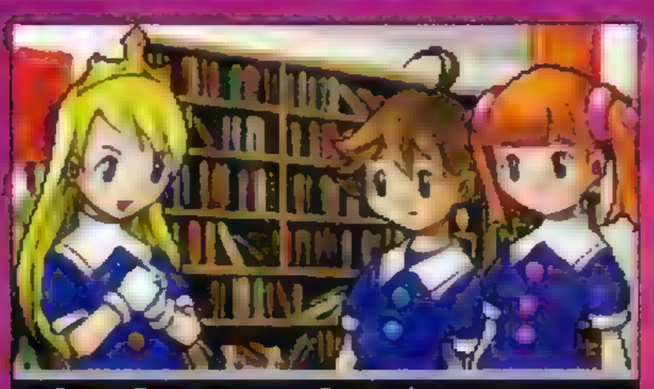
92

"A veritable Rolls Royce of puzzle games. Diamond geezer!"

...own

get the more bonus fighting blocks you can use to put your opponent off their game. This is fun, but when you're playing against the CPU it's very annoying to be bombarded by these to the point that you have no chance of winning. Still, you can just forget all about this and enjoy a nice link-up game against a pal, or try even more link-up options if you have more than one cart. Basically, if you like joining same-coloured diamonds together this is the ultimate fun-pack. Go buy it now!

Jon



In my opinion...

Could it be any more basic?

Okay, so maybe it's just me but isn't *Columns Crown* just that little bit boring? Not having really had a thing for *Tetris* probably explains why it doesn't really do it for me, but even so, it's just matching colours up. I used to do that in Primary school! Talk about cutting the ideas a bit fine.

Giant Tony

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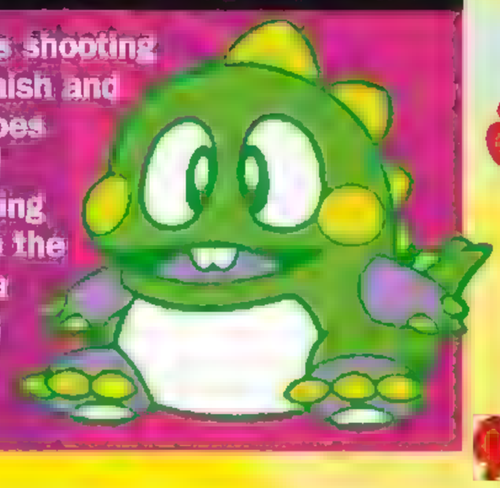
Super Bust-A-Move

That little dragon's still trying to get his balls together!

Since Bub and Bob first shuffled into the videogame world, fifteen years ago, they have appeared in more puzzle games than the number four. From the platform-style antics of *Rainbow Islands* to the recent *Bust-A-Move Millennium*, you can always rely on those strange little scaly chaps for hours of pointless quick-fire fun. But this is their first outing on the GBA. Is this particular game style worth paying an Advance price for?

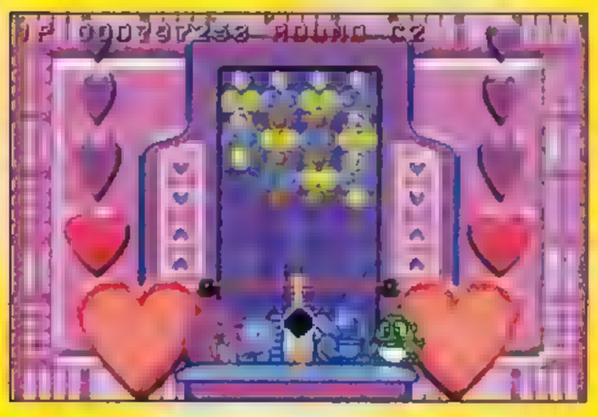
Mrs Anita Know Should Just Get Lost

Well, yes. It's all very nice I'm sure, little dragons shooting coloured balls up in the air and making them vanish and all that, but what I want to know is WHY? Why does the dragon want to clear rows of coloured balls? Where do they come from? Are the creatures being paid for this service, or are they even dragons in the first place? Do dragons exist? And why is there a farting shark in the middle of all this? I think it's disgusting and, to be perfectly honest, I don't think any of this ever happened. It's all lies!



Hubba Bubba

You do get an awful lot of options for your cash, it has to be said. You can battle against either the CPU or a pal via link cable, you also get Training, (extremely easy mode) Normal, (the game itself) and Classic (the same, but with no frills). Otherwise, the game is the same old, instantly recognisable, shoot-coloured-sticky-balls-up-in-the-air-to-clear-the-deck puzzle action, except this time with glorious details.



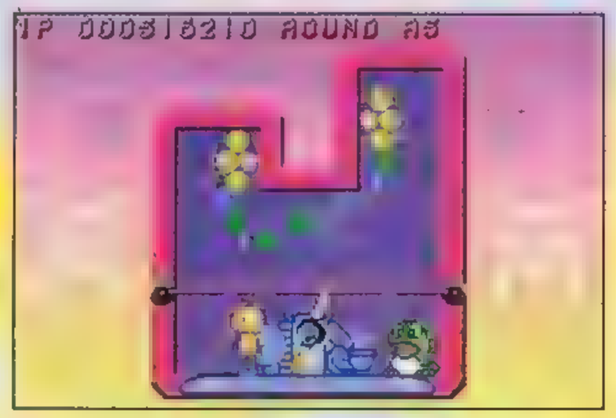
Oooooh, look at the pweety colours and the baubly things.

Wrigley's Spearmint

Possibly the major bonus offered by this version is the fantastically detailed graphics. Little creatures accompany you from level to level and dance about a bit, depending on how you're doing. There's even a farting shark! Honestly!

But despite all these groovy improvements, the gameplay remains exactly the same, so if you have the GBC version of the game, you'd be a fool to go out and get this. In fact, if it is mainly gameplay that matters to you, go and get the GBC version for a tenner, rather than shelling out thirty five quid for this visually souped-up version.

Jem



In my opinion...

Oh, go on, just one more go, please...

The graphics are great and the sound is lively and bouncy, suiting the game down to the ground. However, it is nothing new, and if you have a *Bust-A-Move* game for your Game Boy already, there's really not much point in getting this one. On the other hand, if you've not got one in your collection, go out and buy this game now! It's totally addictive and will keep you entertained for hours, and there's link-up too!

Cyrus

Total Game Boy Verdict

Price	£34.99
From	Ubi Soft
Released	Out now
Genre	Puzzle
Players	
Web	www.bubandbob.com

Extras
✔ Link-up ✗ Battery save
✔ Passwords ✗ Mobile Link

Hubble Bubble

- Superb detailed graphics – and even the music's not bad!
- A large amount of options, with even a link-up choice for a change!

Tail 'N' Trouble

- It's a lot of money for pretty much the same game as before!
- The Vs CPU option is pointless – how on earth can you beat a computer at top speed?

Or you could try...

Bust-A-Move Millennium
From Taito

On second thoughts – this version wasn't really that good, was it?

Graphics ★★★★★
Brilliant details, although the GBA screen makes some challenges extremely hard.

Sound ★★★★
Sounds a bit like Daniel O'Donnell...

Playability ★★★★
Still addictive. If only the GBA screen was lighter!

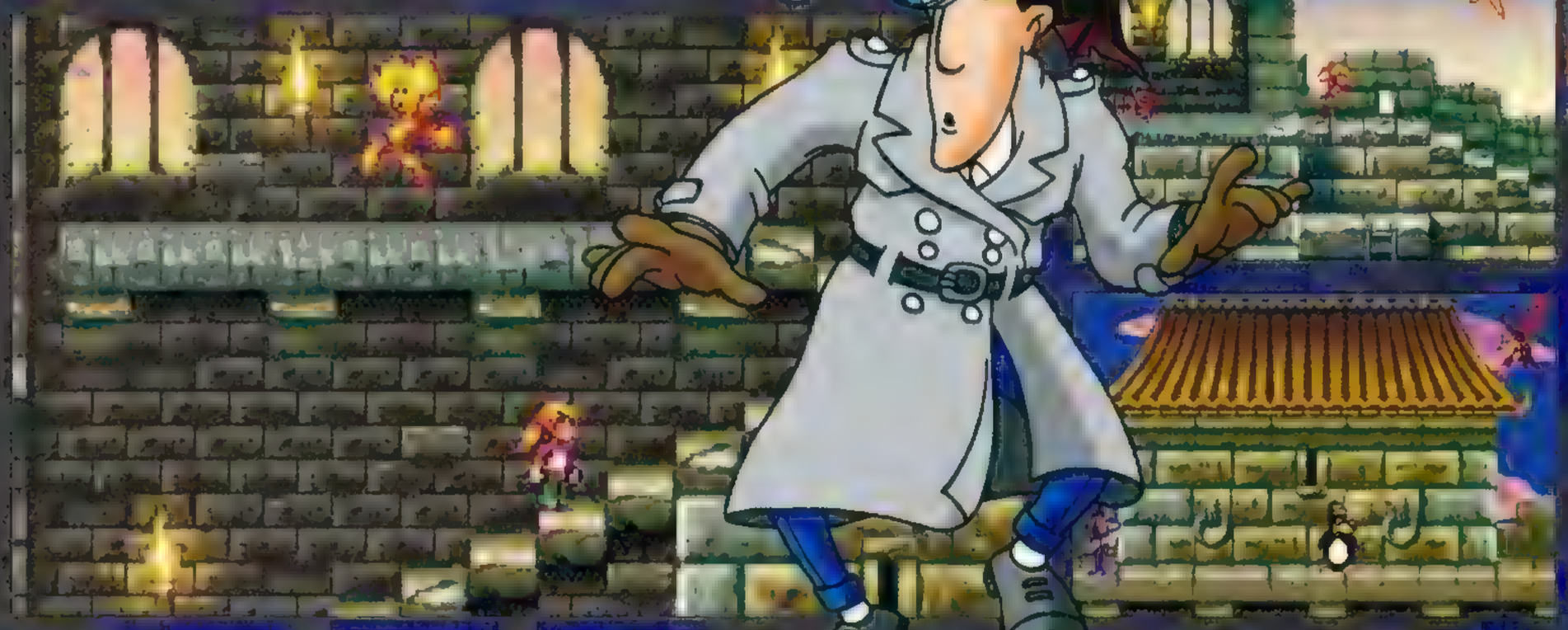
Lastability ★★★★
It's a pick-up-and-throw-down puzzler. With link-up!

Final Rating

90

"Super is not too strong a word!"

Go, go, gadget arms... oh, no, it's Penny. Okay – go, go little blond girl, foil the evil Claw!



Inspector Gadget Advance Mission

It's Go, Go Game Boy Advance for the tin-pot crime fighter!

The Game Boy Color outing for the Inspector Gadget team must have been a success, because they've changed very little for this new outing, except for the quality of the graphics. The main requirement for enjoying this game is a liking for the cartoon series about the frankly rubbish robocop, his far more useful young niece Penny and intelligent pooch Brain. And I always found the show far better dubbed into Welsh, to be honest.

Three Of A Kind

Still, this is a fine platformer, with stunning graphics and enough genuinely confusing puzzles to reward you for surviving to the end of each level. As you make your way through several cities, including London, Paris, New York and the Egyptian desert (trying, once again, to foil the evil Claw's plans to turn the population of the world mental, or something) you get the option to swap between the three heroes, each with their own abilities. Brain can super-jump and disguise himself as a penguin, Penny can control robots and swim, and Gadget can use dynamite, plus you're given a scant tutorial at first to learn the basic moves.

Go, Go, Go Away Gadget!

Sadly, the game relies on a pathetic password system, and only boasts a small handful of levels, allowing you to complete the whole thing in one afternoon. Which isn't very good for thirty five quid, no matter how many things Gadget can do with his hat. Still, there is a link-up version of the game, if you know anyone else rich enough to have bothered to buy the game. Unlikely.

Nerys

In my opinion...

Only a slight advance!

It doesn't take a super intelligent dog to figure out that this is pretty much the Game Boy Color Inspector Gadget adventures with improved graphics. Almost identical in length and content to *Inspector Gadget: Madkactus*, we think it's a bit much to charge £35 for this game. And the link-up doesn't work with one cartridge. But it does look nice, nonetheless

Jon

The Curse Of Live Action

After the 'huge successes' of movies like *Masters of the Universe*, *Popeye*, *Rocky & Bullwinkle* and *Flintstones: Viva Rock Vegas*, Inspector Gadget decided to make the same move to the silver screen, with worse than mixed results. Matthew Broderick played John Brown, a pretty useless cop, until he has a robocop makeover and emerges as a pretty useless cop with a helicopter in his hat. Lowlights of this Disney disaster included Rupert Everett as the less than mysterious Claw, and Brain appearing as a rather dull, ordinary looking dog. Worth avoiding.

TOTAL GAME BOY Verdict

Price	£34.99
From	Big Ben
Released	Out now
Genre	Platform
Players	1 2 3 4
Web	www.disney.com

Extras

✔ Link-up ✗ Battery save
✔ Passwords ✗ Mobile Link

Trusty

- Great graphics – it's the best Gadget's ever looked on a handheld.
- Some interesting link-up options, if you ever get to see them.

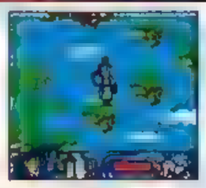
Rusty

- The game isn't very long and you need two carts for link-up.
- It's hardly changed in game style since the Game Boy Color version.

Or you could try...

Inspector Gadget: MadKactus
From Ubi Soft

Pretty much the same game, to be honest. Seriously good GBC action and ten quid cheaper!



Graphics ★★★★★
Go go Gadget graphics! Very lush visuals throughout.

Sound ★★★
No original theme tune and annoying jingly background tunes.

Playability ★★★
Not much of a challenge, but it's fun while it lasts.

Lastability ★★
Would get three stars, but the dual cart link-up is silly.

Final Rating

76

"Cybernetic silliness for a ridiculous price!"

Keep The Balance!

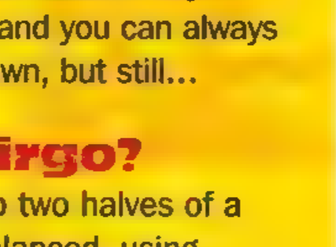
Hang on, fourteen minus three, or was it plus three? Makes... for boredom.

It's a strange little game, *Keep The Balance!* Certainly not deserving of complete damnation, but it's hard to imagine why anyone would want to buy it. The graphics aren't bad, and you can always turn the irritating tune down, but still...

Are You A Virgo?

The basic idea is to keep two halves of a massive set of scales balanced, using many strange monsters with different weights. These beasts appear on a conveyor belt across the bottom and you have to spring them up to replace, add to or (if you get a weight carnivore thingy) totally destroy the existing weights. If you leave it too long, the scales will overbalance and you'll basically be in schmuck, mate. It can actually get quite addictive, until you realise that there are only 80 levels. Sounds like a lot, but they only last about two seconds each, which means that highly intelligent folk (like me) can complete the entire game in an hour or less.

Simon



In my opinion...

Yep, I've completed it already, boss!

But that's not the point really, no matter what Simon says. This game could really help younger kids with their maths. It even had me desperately trying to remember what I was taught at school! And it's also extremely weird, which is always a bonus. Twenty quid's far too much for it though.

Karen

TOTAL GAME BOY Verdict

Price	£19.99
From	JoWood
Released	Out now
Genre	Puzzle
Players	1
Web	www.jowood.com

Extras
✗ Link-up ✗ Battery save
✓ Passwords ✗ Infrared
✗ Printer ✗ Rumble Pak

Graphics ★★★★
There are nice little details on each of the weirdos.

Sound ★★
Ooh, those tunes really do get annoying! Turn them down!

Playability ★★★★★
It gets really quite addictive (while it lasts, that is).

Lastability ★★★
At this pace, 80 levels is nothing. It's over in a flash.

Final Rating

69

"This game is good to help kids learn, but really it is a weird, educational waste of twenty quid."

Poor Nerys, she needs alcohol to get through anything!

You can tell she's been drinking, what's a '_DIVS'?!

Scrabble

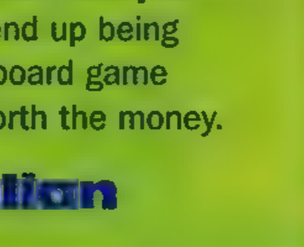
Please, please let me get 'quinquevalent'!

We weren't going to bother reviewing this Ubi Soft diamond, but once we'd actually had a look at the cart, we just had to shout about it! Games that require you to use your brain rather than your thumb can quite easily end up being ignored, but this is one board game conversion that's well worth the money.

Sesquipedalian Skirmish!

This game apes the original Scrabble so closely that it's a bit pointless to explain how it works. The one problem with buying this for yourself is that the Vs CPU game really doesn't work. You have to wait ages for the strange characters that they pit you against to come up with a word – and you either rig it so you win every time, or the CPU trashes you without a thought. No, the real way to play this game is with a group of friends. Between the game itself and the excellent Conundrum option, this will make any wait in a queue flash by, and you'll quite possibly learn something too.

Nerys



In my opinion...

It's a super Scrabble scramble folks!

I'd really have to go out and buy this game if we hadn't just got it for free. Everything you need is here! The cartridge has everything you get in a Scrabble box, plus the dictionary and extra Conundrum game – and the best thing is, you'll never lose a letter! If you don't have this in your collection, you're a no-brainer!

Russ

TOTAL GAME BOY Verdict

Price	£19.99
From	Ubi Soft
Released	Out now
Genre	Puzzle
Players	1-4
Web	www.scrabble.co.uk

Extras
✗ Link-up ✗ Battery save
✗ Passwords ✗ Infrared
✗ Printer ✗ Rumble Pak

Graphics ★★★★★
Perfectly legible board, with viewing options.

Sound ★★
Er... it's really not important in this type of game.

Playability ★★★★★
Well, it's the ultimate board game, but better!

Lastability ★★★★★
You'll never get bored and you'll never lose a piece of the set!

Final Rating

92

"Get your dictionaries at the ready kids! This game is 'Quite Amazing' – and that scores 174 points!"

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- MR STUTTER
- THE DETECTIVE
- INVITE TO NO. 10
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- IRATE DELIVERY DRIVER

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1200852	Destiny's Child - Bootylicious
1200853	D12 & Eminem - Purple Hills
1200854	BPM - Heaven is a Half Pipe
1200855	Roger Sanchez - Another Chance
1200856	Pink, Mya & ... - Lady Marmalade
1200857	Sisqo - Dance with Me
1200858	Blink 182 - All the small things
1200859	Limp Bizkit - Rearranged
1200860	Wheatus - A little Respect
1200861	Geri Halliwell - Scream if you ...
1200862	Jamel Jackson - Someone to call ...
1200863	Tweenies - Do the Lollipop
1200864	NearSay - The way to your love
1200865	Usher - You Remind me

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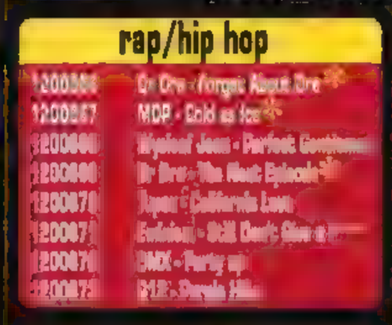
rap/hip hop



films/tv

r & b

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Help!

Another journey through the dark world of cheats and deception...

Thunderbirds: International Rescue

Thousands, well, hundreds, well, oodles of super-useful passwords for you to hump to any point in this F-A-B GBA adventure and allow you try a little cheating!

Saudi Arabia

Tin-Tin	Island	Hood	Jeff
Scott	TB5	Hood	Jeff
Parker	Virgil	Mole	Mole
Tin-Tin	Penny	Island	Alan
Kyrano	FAB2	Island	TB4

Amsterdam

Alan	Fab1	Brains	John
TB3	TB5	John	Kyrano
Tin-Tin	Brains	FAB1	Brains
Parker	Hood	Kyrano	TB5
John	TB2	Scott	FAB2

London

TB4	TB5	Brains	Parker
Hood	FAB1	Mole	TB4
Gordon	TB1	Virgil	Hood
Gordon	Penny	Alan	Brains

London

Mole	Jeff	TB5	Scott
Virgil	Island	John	Fab1
Alan	Parker	FAB1	FAB2
TB3	Parker	FAB2	Penny

South Africa

Jeff	Fab1	Kyrano	Tin-Tin
Jeff	Penny	TB1	Penny
Kyrano	Gordon	John	John
Virgil	TB3	TB2	Mole
TB4	Gordon	Brains	Brains

London Again

Island	TB5	Penny	Tin-Tin
TB3	TB3	Parker	Alan
Gordon	Gordon	FAB2	FAB1

Russia

Mole	Brains	Tin-Tin	TB1
Island	John	Brains	Alan
Alan	Alan	Island	Penny
Penny	Kyrano	Alan	TB1
TB2	TB4	Island	TB4
FAB2	TB2	Hood	Virgil

Silicon Valley

Tin-Tin	Hood	TB5	John
Scott	TB4	Scott	TB4
Gordon	Scott	TB3	TB1
Hood	TB5	Kyrano	Hood
TB5	Mole	TB3	Jeff
Scott	TB5	Scott	Mole

London Final

TB2	Scott	Jeff	Virgil
Gordon	TB1	Scott	

End Sequence

FAB1	FAB1	Penny	Virgil

Bonus Hoverbike

FAB2	Virgil	TB1	TB2

(Start the first level, then die, then you will go to the hover bonus level)

Cheats

ULTIMATE SPEED

Jeff	Island	Virgil	Jeff

ENDLESS TIME

Parker	Alan	TB4	TB2

INVINCIBILITY

TB2	Mole	Jeff	Gordon

Driven

If you're having the odd problem getting through the ranks on bam's Sly Stallone-style racer, try using these codes for maximum speed!

UNLOCK ALL CARS AND TRACKS
2,9,8,0,1

GAME STOP CAR
0,7,9,1,3

MASTER CAR
6,2,9,7,2

Dexter's Lab: Deesaster Strikes!

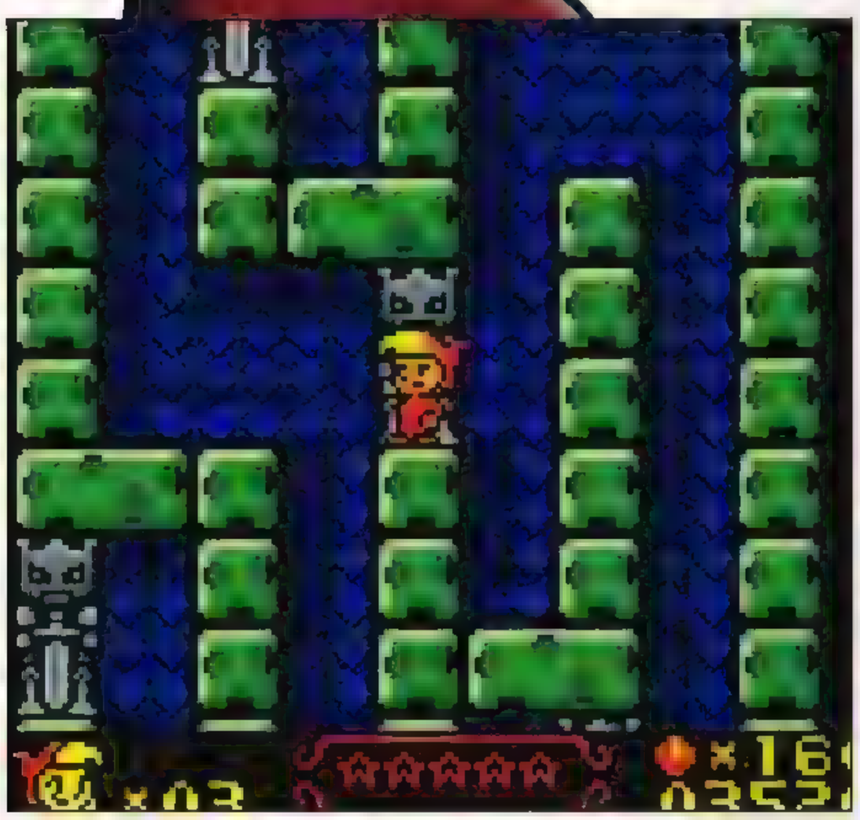
Here's an easy one to help you get your older sister back together: simply press pause while playing the game and tap in these codes with the Left and Right buttons!

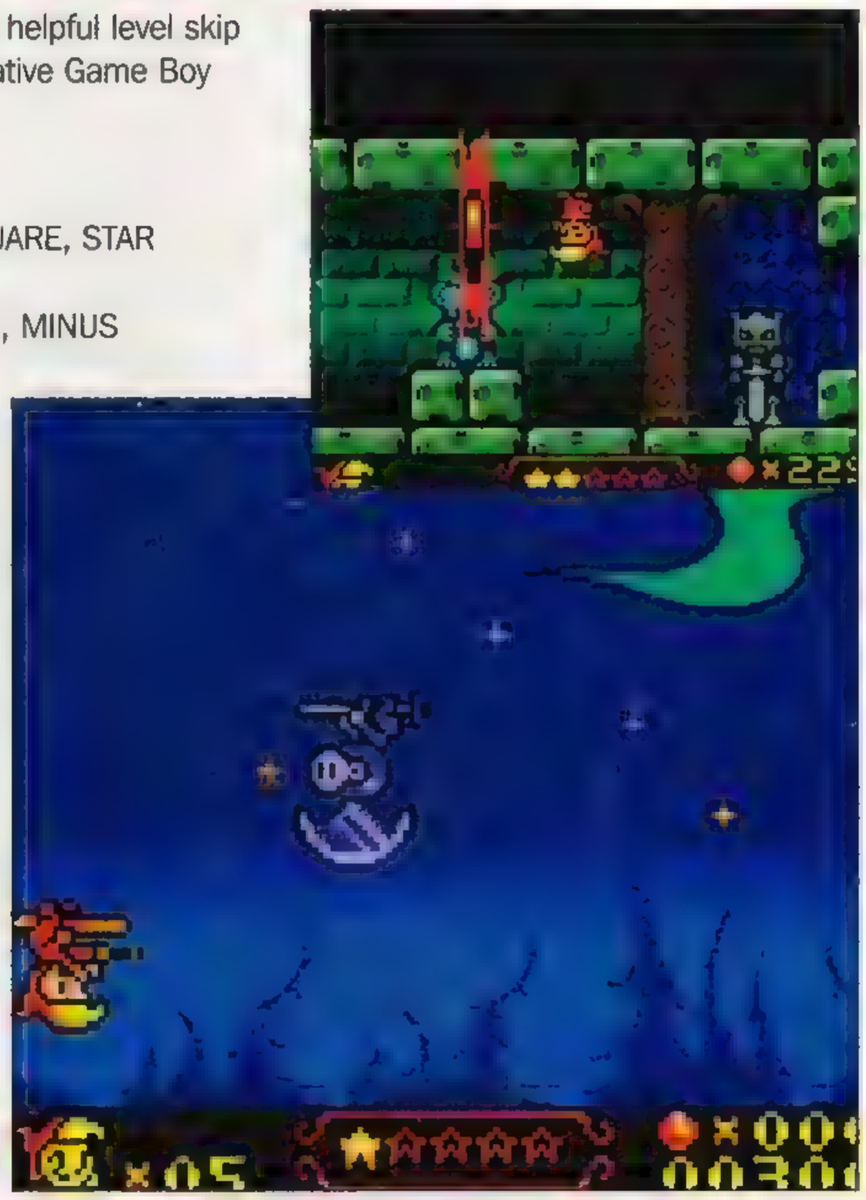
LOW GRAVITY
LLRR RRRR LLRR LLLR
REVERSED CONTROLS
LRRR RRRL RLLR RLLL
STRONG ENEMIES
LLRR RRLR RRLL LLLL
FAST ENEMIES
LRRR RRLL LLRR RRLL
SLOW ENEMIES
LRRR LRLR LLRL LLLL
SLIPPERY FLOOR
LLRR RLRR RLLR RLLR
FAST DEXTER
LRRR RLRL RRLL RLRR
LESS DAMAGE
LRRR RLLL RLLL LLLR
EXTRA LIFE
LLRR LRLL LRLL RRLL
MORE AMMO
LRRR LLRR LLLL RLLR

Wendy: Every Witch Way

And just a couple of helpful level skip codes for this innovative Game Boy Color title.

HALFWAY POINT
STAR, SQUARE, SQUARE, STAR
THE VERY END
PLUS, MINUS, PLUS, MINUS





Bob The Builder

Help Bob fix everything in sight without actually doing all the work! Can we cheat? YES, WE CAN!

ROOF TILES COMPLETED
3 2
P K
DIZZY COMPLETED
T 2
P K
MUSIC COMPLETED
L 2
P K
PACKAGES COMPLETED
L G
P K
FISH COMPLETED
L F
P K
FENCE COMPLETED
V F
P K
DUCKS COMPLETED
V P
K K
ROAD COMPLETED
V P
6 K

GBA XPLODER CODE BONANZA!

Go and get yourself the ultimate in videogame naughtiness - The Blaze Xploder! We've got more codes than you could shake a stick at.

Disney's Atlantis
MasterCode
9016381abc32
8af0aa220c3a
fdfe69f5a42c
Max Gems
75425a94f64b
Infinite:
Ammo
88162a00bc68
Continues
9a14b8008c7c
Health
742652ce72eb
Have:
Dynamite
a8362fcfb960
Wrench
a9722fdf3962

Earthworm Jim
MasterCode
98982016472a
d6d1b0ab1356
de08b52f08ad
Infinite:
Ammo - Starting Gun
4d0b8412578f
Lives
fe19ca0e0530
Health
dacc7fee8c3f

Final Fight One
MasterCode
963884a008e1
f446a268f008
cb1ec4f46d4c
Max Score
8cbc04fad5c3
4811f9152293
Infinite:
Time
cc6d0630d6c8
Health
cce44e68c502
Lives
c83f2d11734c
Continues
cc47e30bc32c

Fire Pro Wrestling
MasterCode
972761cb35a1
25e9bcbaec78
441807d686a0
Infinite Time Out Of Ring
850b8d96aa83

Hot Potato!
MasterCode
913378620afc
dfe8bd96b31a
5053bb4e92c0
Infinite Lives
cd6868367ca6
Max:
Score
7062393ae079
60623a1e7c50
Special Spuds
1323baa2c184

Iridion 3D
MasterCode
925bd0374666
166d3e2aae45
937518ad183c
Inf Health
e65e0e894d66

JP3: DNA Factor
MasterCode
91743bcd5e9a
c52b1c5f370d
3b5ac80d8f1f
Infinite Health
b12503effd89
Max Particles:
Blue DNA
62fabdefd943
Red DNA
62eabde5d961
Orange DNA
46dabdead943
Green DNA
46cabde0d961

Konami Krazy Racers
MasterCode
925bd03746cf
e2ed0555074a
60bd04430ad8
All Rumors (Billboard)
0d77b2b35d0f
Start On S Class Tests
da3f70442136
All Licenses Complete
4f78b58a4d6d
Max:
Coins P1
65e084ba2b0d
Money (Shop)
55ef69968ac7

Kuru Kuru Kururin
MasterCode
9fcdfcdfcd00
f9bfdfca915f
f61ec5bc8319
Infinite Lives
ce3485898b1c

Lady Sia
MasterCode
968903746cfe
887adbbeeeb2
f83c18135660
Always Low Time
77c27ebe6167
Max:
Gems
727956eea177
Prisoners Saved
9679f70d20c4
Infinite:
Health
788d1a76d571
Magic
98cddfddf8da

Mario Kart: Super Circuit
MasterCode
934da2e9b183
8b08277a6909
4ba8790969e6
Always Low Time
460c65d06078
Infinite Retries
2ab13521a557
Max Coins
10dfa6a0c133
Always Have:
Single Green Shell
f29721f8a4ff
Triple Green Shell
b29f21a8e4f7
Single Red Shell
f69661d8a5fe
Triple Red Shell
b69e6188e5f6
Blue Shell
f2b719f9b4ff
Single Banana
b2bf19a9f4f7
Triple Banana
f6b659d9b5fe
Single Mushroom
b6be5989f5f6
Triple Mushroom
fb93217aacff
Star
ff92615aadfe
Ghost
bf9a610aedf6
Lightening Bolt
fbb3197bbcff

Pitfall: TMA
MasterCode
989128264382
2788313a705d
a8fcda4e387b
Max Score
88a29a864f06
8a829b866d06
Infinite:
Bullets
cb823bb27582
Boomerangs
df9233b27586
Nuts
896e2ab21322
Lives
ff9233b07585
Continues
e9ea32b013a5
Health
a8ee1c760363

Rayman Advance
MasterCode
9278ba7f9ec1
a7961ba37dbb
bd6dbdb0b394
Infinite Lives
65e9958031ba

Ready 2 Rumble Boxing

MasterCode
9176954bacfe
3ecfc6a664d8
212020078583e
Infinite Health
43d22f57bc0a
Have RUMBLE
482f2568cc2e
Infinite Stamina
43722fc7bc08

Spiderman: Mysterio's Menace

MasterCode
9ba6d90987fe
0ddeb00b56dd
87dc70895d7a
Infinite:
Web Cartiges
082758a23e5f
Health
e293c1306ff0

Super Mario Advance

MasterCode
9217e43764a3
86fdc4a38c37
0064d9a0b275

Super Mario Bros 2:
Infinite Lives
dfc9de2201e2
Infinite Energy
e4e5b7dc1f57
Max Hearts
1b8bfa32e3ab
Max Score
28b310cf9653
acb7149f3ef2
Invincible
9706c662ad5c
970ac662a54c
Mario Bros:
Infinite Credits
1997ea33f3ba
Infinite Lives
9d16de63d198
Max Score
e57014665e1d
e536df611355

X-Men: Reign of Apocalypse

MasterCode
9892f63d4eba
e643902476f2
afa410658992
Max Mutant Power
097462a9416f
Infinite:
Time
a598d36fdd46
Health
586f1d1e22bc
Lives
5321c260bf89

Harry Potter And The Philosopher's Stone

MasterCode
9e978d7abe96
1edc48b90073
2be09ef75e25
Infinite Health
e5123234 5d21
Invincible
bf83a9555b2e

Doom

MasterCode
901347290202
e6da374c914e
e7bb8a53dc87
Infinite:
Bullets
55e366acc875
Shells
9a6b3729ecfb
Cells
deeb372dec7b
Rockets
926b3629ccf7

Have:
Shotgun
5784a4579577
Minigun
1b04a553b5fb
Rocket Launcher
5f84a557b57b
Plasma Gun
1204b45291f5
Red Key
2a15b952f889
Yellow Key
6695b856d805
Blue Key
2215b852d885

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GB Color	'Yars' Revenge'
GB Color	'Shamus'
GB Color	'Towers'
PlayStation	'Iron Soldier 3'

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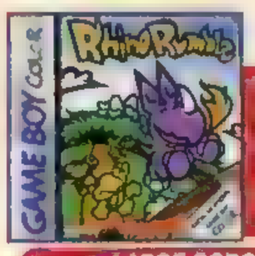

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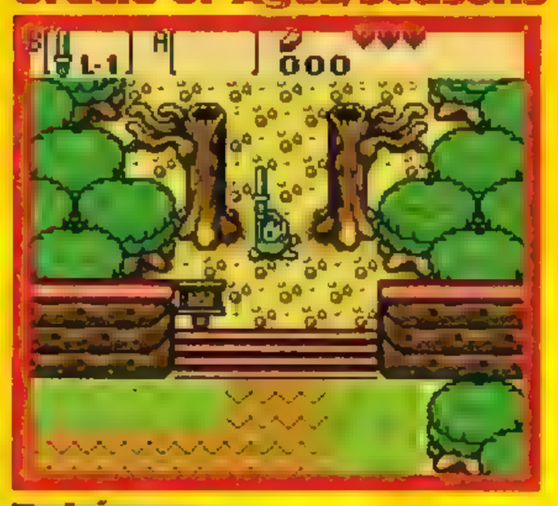
Legend of Zelda: Oracle of Ages/Seasons



Pokémon Gold/Silver/Crystal

Pokémon Yellow

Legend of Zelda: Link's Awakening

Mat Hoffman's Pro BMX

Game Name	Genre	Publisher	Issue	Rating
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
3D Pocket Pool	Sports	Virgin	11	85%
720 Degrees	Arcade	Nintendo	03	43%
[illegible]	[illegible]	THQ	02	58%
[illegible]	[illegible]	THQ	16	78%
Adventures of the Smurfs, The	Adventure	Infogrames	14	55%
Airforce Delta	Flight Sim	Konami	14	70%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Alice In Wonderland	Adventure	Nintendo	18	93%
Aliens: Thanatos	Adventure	THQ	17	78%
All Star Baseball 2000	[illegible]	Acclaim	[illegible]	[illegible]
All Star Tennis '99	[illegible]	Ubi Soft	[illegible]	[illegible]
Alone In The Dark	Adventure	Infogrames	18	85%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Antz Racing	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	08	73%
[illegible]	[illegible]	[illegible]	10	89%
Austin Powers	PC Sim	Rockstar	12	92%
Babe And Friends	Puzzle	Crave	03	70%
[illegible]	[illegible]	BD	23	89%
Backgammon	Puzzle	JVC	12	64%
Barbie: Ocean Discovery	Adventure	Mattel	07	80%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Battleships	Strategy	Take 2	05	78%
Beauty And The Beast	Puzzle	Disney	06	68%
Black Bass Lure Fishing	[illegible]	Majesco	[illegible]	[illegible]
Blade	Shoot-'em-up	Activision	[illegible]	[illegible]
Bob The Builder	Puzzle	BBC Int.	14	68%
BSX Road Champs	Sports	Activision	[illegible]	[illegible]
Bubble Bobble Classic	Puzzle	Taito	08	86%
[illegible]	[illegible]	THQ	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Bust-A-Move 4	Puzzle	Acclaim	04	75%
Buzz Lightyear Star Command	Shoot-'em-up	[illegible]	[illegible]	[illegible]
Cannon Fodder	Strategy	Codemasters	15	90%
Carmageddon	[illegible]	[illegible]	[illegible]	[illegible]
Castlevania Legend	Platform	Konami	06	84%
Caterpillar Construction Zone	Simulation	Mattel	12	85%
Catwoman	Platform	Kemco	19	68%
Catz/Dogz	Virtual Pet	Mattel	09	58%
Centipede	[illegible]	[illegible]	[illegible]	[illegible]
Chase HQ: Secret Police	Adventure	Metro 3d	05	75%
Chessmaster	Puzzle	Mindscape	04	79%
Chicken Run	Adventure	THQ	14	83%
Conker's Pocket Tales	Adventure	Nintendo	03	90%
Cool Bricks	Puzzle	SCI	11	86%
Cool Hand	Puzzle	Take 2	02	85%
Croc	Platform	THQ	10	90%
Croc 2	Adventure	THQ	12	91%
Cyber Tiger	Sports	EA Sports	12	91%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Daikatana	RPG	Activision	15	92%
Déjà Vu I & II	Adventure	Kemco	08	90%
Dinosaur	Adventure	Ubi Soft	12	83%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Disney's Magical Racing Tour	Racing	[illegible]	01	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Donkey Kong Country	Platform	Nintendo	04	90%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Doug's Big Game	RPG	Ubi Soft	16	90%
Dragon Tales: Dragon Wings	Puzzle	Ubi Soft	16	69%
Dragon Warrior Monsters	RPG	Eldos	07	92%
Driver	Racing	Infogrames	10	92%
Dropzone	Shoot-'em-up	Acclaim	[illegible]	[illegible]
Duke Nukem	Platform	GT Int.	03	90%
Dukes of Hazzard 2	[illegible]	Ubi Soft	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Elmo 123	Puzzle	Ubi Soft	18	70%
Elmo ABC	Puzzle	Ubi Soft	15	45%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Evil Knievel	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

Adventure | Arcade | Kill-'em-up | [illegible] | Puzzle

Games

The complete listings of Total Game Boy Reviews

TOTAL GAMES .net

Total Game Boy Reviews

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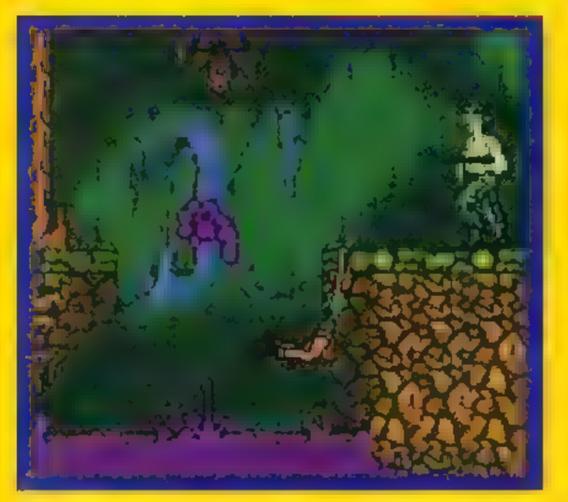
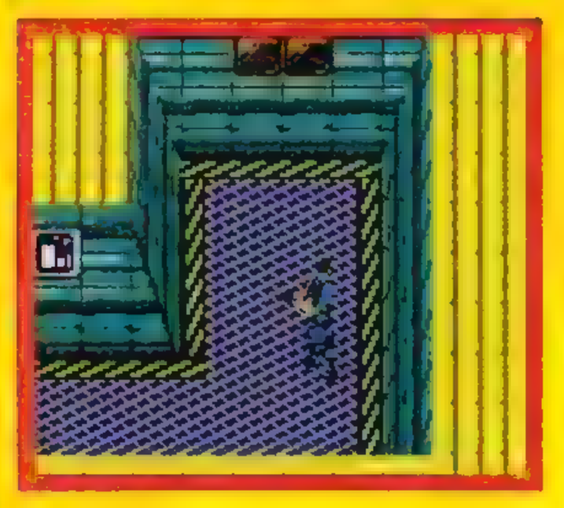
Game Name	Genre	Publisher	Issue	Rating
F18 Thunderstrike	Simulator	Take 2	11	28%
Final Fantasy Adventure	RPG	Nintendo	01	96%
Final Fantasy Legend	RPG	Nintendo	01	96%
Final Fantasy Legend II	RPG	Nintendo	01	96%
Final Fantasy Legend III	RPG	Nintendo	01	96%
Fish Files, The	Adventure	Microids	23	89%
Flintstones: Burgertime In Bedrock	Arcade	Virgin	12	43%
Fort Boyard	Adventure	Microids	22	52%
Frogger	Arcade	Take 2	02	80%
Frogger 2	Arcade	Hasbro	13	80%
Game & Watch 2	Arcade	Nintendo	02	92%
Game Boy Gallery 3	Party	Nintendo	06	85%
Gex Enter The Gecko	Platform	Interplay	02	90%
Gift	Adventure	Ubi Soft	14	88%
Grand Theft Auto	Adventure	Rockstar	06	82%
Grand Theft Auto 2	Adventure	Rockstar	24	90%
Grinch, The	Arcade	Konami	24	90%
Harvest Moon	RPG	Nintendo	02	93%
Harvest Moon 2	RPG	Nintendo	24	94%
Hello Kitty's Cube Frenzy	Puzzle	Ubi Soft	18	56%
Hexite	Puzzle	Ubi Soft	02	75%
Hollywood Pinball	Puzzle	Take 2	02	64%
Joust/Defender	Arcade	Midway	04	75%
Klax	Puzzle	Midway	04	52%
Klustar	Puzzle	Infogrames	05	68%
Konami Collection 4	Party	Konami	12	55%
Legend of the River King 2	RPG	Natsume	24	78%
Lego Alpha Team	Strategy	Lego Int.	15	80%
Little Mermaid 2: Pinball Frenzy	Puzzle	Nintendo	16	80%
Logical	Puzzle	THQ	02	78%
Looney Tunes Martian Alert	RPG	Infogrames	20	90%
Looney Tunes Martian Revenge	RPG	Infogrames	24	90%
Magical Tetris Challenge	Puzzle	Disney	09	81%
Mario Golf	Sports	Nintendo	09	95%
MarioTennis	Sports	Nintendo	24	95%
Mat Hoffman's Pro BMX	Sports	Activision	19	95%
Matchbox: Emergence Patrol	Simulation	THQ	19	79%
Metal Gear Solid	Adventure	Konami	09	94%
Mickey's Racing Adventure	Racing	Nintendo	24	95%

Mickey's Racing Adventure

Tomb Raider



Perfect Dark



Mario Tennis

Mario Golf

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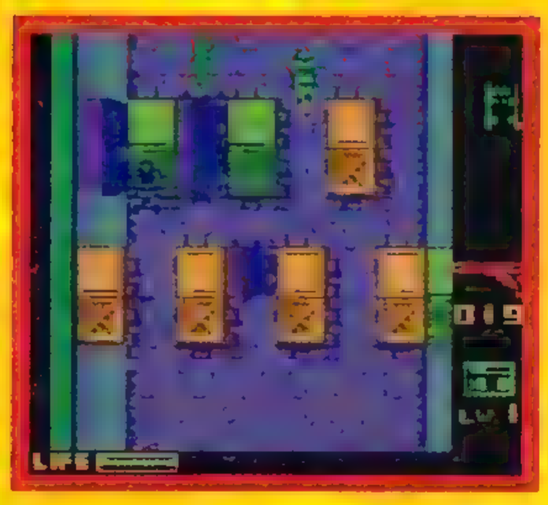
Metal Gear Solid



Super Mario Bros DX

Micro Machines: Twin Turbo

Harvest Moon

Thunderbirds

Game Name	Genre	Publisher	Issue	Rating
Micro Machines	Racing	Codemasters	01	91%
Micro Machines 1 & 2: Twin...	Racing	THQ	08	93%
Micro Maniacs	[illegible]	THQ	[illegible]	[illegible]
Mission Bravo	Strategy	THQ	19	65%
Mission Impossible	Racing	Infogrames	07	90%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Monopoly	Board Game	Konami	03	90%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Moomin's Tale	Adventure	Sunsoft	09	82%
Moon Patrol/Spy Hunter	Compilation	Midway	04	60%
Mortal Kombat 4	Beat-'em-up	Midway	01	87%
Mr Driller	Arcade	Namco	16	80%
Mr Nutz	Platform	Infogrames	06	70%
Ms Pac-Man: Speed Colour...	Puzzle	Namco	06	85%
MTV Sports Skateboading	Sports	THQ	[illegible]	[illegible]
Mummy, The	Platform	Konami	14	90%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
NBA In The Zone 2000	Sports	[illegible]	[illegible]	[illegible]
NBA In The Zone	[illegible]	[illegible]	[illegible]	[illegible]
New Addams Family, The	Adventure	Microids	22	63%
NFL Blitz	[illegible]	[illegible]	[illegible]	[illegible]
NHL 2000	Sports	EA Sports	[illegible]	[illegible]
NHL Blades Of Steel	Sports	Konami	[illegible]	[illegible]
No Fear: Downhill Biking	Racing	THQ	[illegible]	[illegible]
No Fear: Downhill Biking	Racing	THQ	[illegible]	[illegible]
Noddy And The Birthday Party	Adventure	BBC	08	72%
NY Race	Racing	Koch Media	[illegible]	[illegible]
O'Leary Manager 2000	Sports	Ubi Soft	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Pac-Man: Speed Colour Edition	Arcade	Namco	05	82%
Paperboy	Arcade	Midway	04	62%
Perfect Dark	Shoot-'em-up	Nintendo	11	94%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Player Manager 2001	[illegible]	THQ	[illegible]	[illegible]
Pocket Bowling	Sports	Jaleco	[illegible]	[illegible]
Pocket Racing	Racing	Virgin	[illegible]	[illegible]
Pocket Soccer	Sports	Nintendo	[illegible]	[illegible]
Pokémon Gold/Silver/Crystal	RPG	Nintendo	16/20	95%
Pokémon Pinball	Puzzle	Nintendo	13	85%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Pokémon Yellow	RPG	Nintendo	10	95%
Pong	Arcade	Take 2	11	75%
Pop 'N' Pop	Arcade	JVC	12	77%
Powerpuff Girls: Bad Mojo Jojo	Platform	Ubi Soft	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Prince Of Persia	Platform	Red Orb	04	90%
Pro Pool	Sports	Codemasters	[illegible]	[illegible]
Project S-11	Shoot-'em-up	Sunsoft	[illegible]	[illegible]
Puchi Carat	Puzzle	Taito	10	65%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rainbow 6	Strategy	Red Storm	08	82%
Rainbow Islands	Platform	[illegible]	[illegible]	[illegible]
Rampage World Tour	Arcade	Midway	02	58%
Rayman	Platform	Ubi Soft	07	90%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Ready 2 Rumble Boxing	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Road To El Dorado	Platform	[illegible]	[illegible]	[illegible]
Robin Hood	Adventure	[illegible]	16	83%
Robot Wars	Bash-'em-up	BBC Int.	[illegible]	[illegible]
Rocket Power	Sports	THQ	[illegible]	[illegible]
Roland Garros French Open	Sports	Cyro	[illegible]	[illegible]
Ronaldo V-Football	Sports	Infogrames	[illegible]	[illegible]
Roswell Conspiracies	Adventure	Ubi Soft	18	80%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rugrats In Paris	Puzzle	THQ	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rugrats: Totally Angelica	Puzzle	THQ	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Scooby Doo: Classic Creep...	Adventure	THQ	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Shanghai Pocket	Puzzle	Sunsoft	[illegible]	[illegible]

Adventure | Arcade | Kill-'em-up | [illegible] | Puzzle

Games

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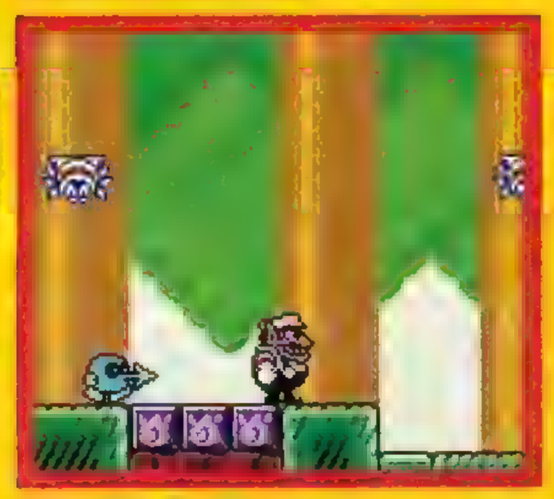
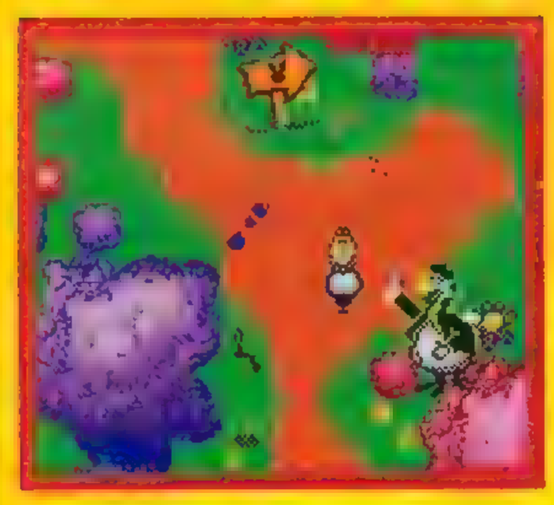
Game Name	Genre	Publisher	Issue	Rating
Shrek: Fairytale Freakdown	Beat-'em-up	TDK	19	71%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Snoopy Tennis	Sports	Infogrames	[illegible]	85%
Snow Cross	Sports	Vicarious	[illegible]	30%
Soccer Manager	Sports	Acclaim	[illegible]	69%
Space Invaders	Shoot-'em-up	Activision	[illegible]	69%
Spirou: Stations Silicon Valley	Platform	[illegible]	04	50%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Spy Vs Spy	Arcade	Kemco	04	77%
Star Wars: Episode 1 Racer	Racing	LucasArts	02	93%
Star Wars: Obi Wan's...	Adventure	THQ	15	85%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	Capcom	[illegible]	[illegible]
Stuart Little: The Journey Home	Adventure	Activision	23	77%
Super Breakout	Puzzle	Take 2	02	70%
Super Mario Bros DX	Platform	Nintendo	03	94%
Super Marioland 3	Platform	Nintendo	02	90%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Supercross	Racing	Infogrames	[illegible]	[illegible]
Supreme Snowboarding	Sports	Infogrames	[illegible]	[illegible]
Suzuki Alistar Extreme	Racing	Ubi Soft	[illegible]	[illegible]
[illegible]	Shoot-'em-up	SCi	[illegible]	[illegible]
[illegible]	Platform	[illegible]	01	90%
Tazmanian Devil: Munching Mad	Adventure	Infogrames	07	85%
Test Drive 6	Racing	Infogrames	[illegible]	[illegible]
Tetris DX	Puzzle	Nintendo	01	92%
The World Is Not Enough	Adventure	EA	28	83%
Three Lions	[illegible]	[illegible]	[illegible]	82%
Thunderbirds	Adventure	SCi	10	68%
Tiger Woods PGA Tour 2000	Sports	EA Sports	[illegible]	43%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Tiny Toons: Buster Saves...	Arcade	Virgin Int.	19	56%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
TOCA	Racing	THQ	[illegible]	92%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Tomb Raider	Platform	Core Design	08	95%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Tonka Raceway	Racing	Hasbro	[illegible]	31%
Tony Hawk's Pro Skater 2	Sports	Activision	21	90%
Tony Hawk's Skateboarding	Sports	Activision	[illegible]	64%
[illegible]	[illegible]	THQ	[illegible]	[illegible]
Top Gear Rally	Racing	Nintendo	[illegible]	[illegible]
[illegible]	[illegible]	THQ	[illegible]	[illegible]
Toy Story Racer	Racing	Activision	[illegible]	88%
Trick Boarder	Sports	Natsume	[illegible]	55%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Turok 3	Shoot-'em-up	Acclaim	[illegible]	[illegible]
Turok Rage Wars	Adventure	Acclaim	06	70%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
UEFA 2000	Sports	Infogrames	[illegible]	82%
Ultimate Fighting Championship	Beat-'em-up	Ubi Soft	[illegible]	33%
Ultimate Paintball	Shoot-'em-up	Take 2	[illegible]	50%
Universal Monsters: Dracula	Adventure	Cryo	22	81%
UNO	Party	Mattel	14	78%
[illegible]	Shoot-'em-up	Ubi Soft	[illegible]	[illegible]
V-Rally Championship Edition	Racing	Infogrames	01	90%
Wacky Races	Racing	Infogrames	10	90%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Wario Land II	Platform	Nintendo	01	90%
Wario Land III	Platform	Nintendo	09	93%
Wave Races	[illegible]	Nintendo	[illegible]	66%
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Wetrix GB	Puzzle	Infogrames	13	48%
Wings of Fury	Shoot-'em-up	[illegible]	[illegible]	[illegible]
Winnie The Pooh: 100 Acre	Adventure	Disney	10	60%
Woody Woodpecker Racing	[illegible]	Konami	[illegible]	[illegible]
World Cup '98	[illegible]	[illegible]	[illegible]	[illegible]
Worms Armageddon	Strategy	Infogrames	06	48%
WWF [illegible]	Beat-'em-up	Acclaim	[illegible]	[illegible]
WWF : Betrayal	Beat-'em-up	THQ	[illegible]	[illegible]
WWF Wrestlemania	Beat-'em-up	THQ	[illegible]	[illegible]
Xena: Warrior Princess	Adventure	Virgin	15	74%
X-Men Mutant Academy	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Zelda: Link's Awakening	RPG	Nintendo	03	95%
Zelda: Oracle of Ages/Seasons	RPG	Nintendo	17	95%

Warioland III



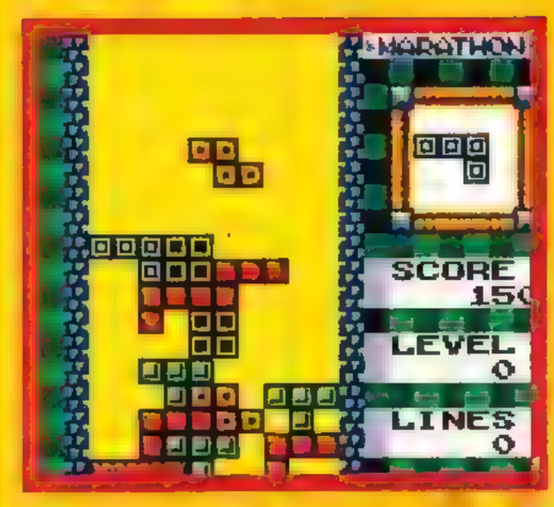
Austin Powers: Oh Behave

Alice in Wonderland



Driver

Tetris DX



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Simulation | Sports/Racing | Strategy | Role Playing

Know Your Game Adv

Army Men Advance

79%

Genre	Shoot-'em-up
Publisher	3DO
Issue	19

Atlantis: The Lost Empire

54%

Genre	Platform
Publisher	THQ
Issue	22

Back Track

93%

Genre	First-person shooter
Publisher	Telegames
Issue	21

Batman: Vengeance

87%

Genre	Platform
Publisher	Ubi Soft
Issue	23

Bomberman Tournament

93%

Genre	Arcade/RPG
Publisher	Activision
Issue	20

Casper

84%

Genre	Adventure
Publisher	Microids
Issue	22

Castlevania: Circle Of The Moon

90%

Genre	Platform
Publisher	Konami
Issue	19

Chu Chu Rocket

82%

Genre	Puzzle
Publisher	SEGA
Issue	19

Creatures

86%

Genre	Puzzle
Publisher	Swing
Issue	23

Denki Blocks

91%

Genre	Puzzle
Publisher	Rage
Issue	22

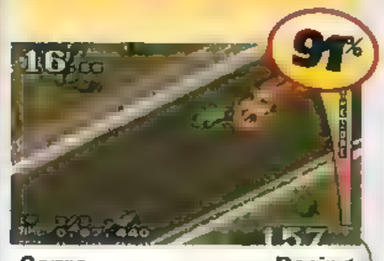
Doom

91%

Genre	Shoot-'em-up
Publisher	Activision
Issue	23

Driven

91%



Genre	Racing
Publisher	bam!
Issue	23

Dexter's Laboratory: Deesaster Strikes!

78%

Genre	Adventure
Publisher	bam!
Issue	23

Ecks Vs Sever

92%

Genre	Shoot-'em-up
Publisher	Bam
Issue	23

Earthworm Jim

79%

Genre	Action
Publisher	Majesco Sales Inc.
Issue	21

Final Fight One

85%

Genre	Beat-'em-up
Publisher	Ubi Soft
Issue	22

Fire Pro Wrestling A

83%

Genre	Beat-'em-up
Publisher	3DO
Issue	19

F-Zero Advance

88%

Genre	Racing
Publisher	Nintendo
Issue	19

GT Advance Championship Racing

55%

Genre	Racing
Publisher	THQ
Issue	19

GT Challenge

89%

Genre	Racing
Publisher	Kemco
Issue	19

High Heat Major League Baseball 2002

76%

Genre	Sports
Publisher	3DO
Issue	21

Hot Potato!

68%

Genre	Puzzle
Publisher	Pukka Games
Issue	20

Iridion 3D

91%

Genre	Shoot-'em-up
Publisher	THQ
Issue	21

ISS

97%

Genre	Sports
Publisher	Konami
Issue	23

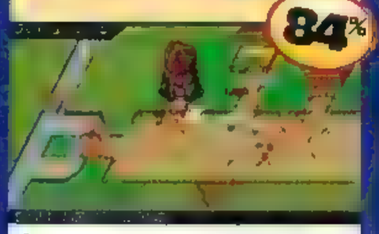
Jurassic Park 3: DNA Factor

65%

Genre	Platform
Publisher	Konami
Issue	21

Jurassic Park 3: Park Builder

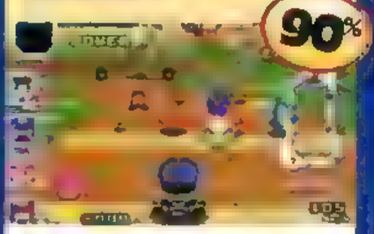
84%



Genre	Party/Puzzle
Publisher	Konami
Issue	22

Konami Krazy Racers

90%



Genre	Racing
Publisher	Konami
Issue	19

Kuru Kuru Kururin

89%

Genre	Puzzle
Publisher	Nintendo
Issue	19

Lady Sia

85%

Genre	Platform
Publisher	TDK
Issue	22

LEGO Bionicle

49%

Genre	Adventure
Publisher	Lego Media
Issue	21

Games

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LEGO Island 2: Brickster's Revenge — 94%

Genre	Adventure
Publisher	Lego Interactive
Issue	21

LEGO Racers 2 — 52%

Genre	Racing
Publisher	Lego Interactive
Issue	21

Mario Kart: Super Circuit — 94%

Genre	Nintendo
Publisher	Racing
Issue	21

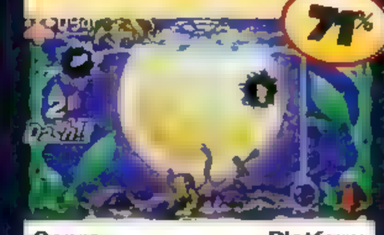
Mat Hoffman's Pro BMX 2 — 75%

Genre	Sports
Publisher	Activision
Issue	23

Moto GP — 90%

Genre	Racing
Publisher	THQ
Issue	22

Pinobee: Wings Of Adventure — 71%



Genre	Platform
Publisher	Activision
Issue	19

Pitfall: The Mayan Adventure — 70%

Genre	Platform Adventure
Publisher	Activision
Issue	21

Planet Monsters — 90%

Genre	Puzzle
Publisher	Titus
Issue	22

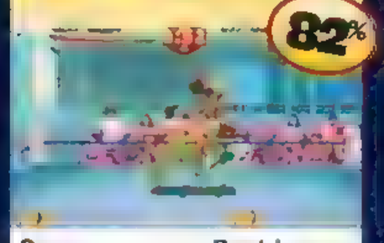
Powerpuff Girls: Mojo Jojo-A-Go-Go — 80%

Genre	Shoot-'em-up
Publisher	bam!
Issue	23

Rayman Advance — 88%

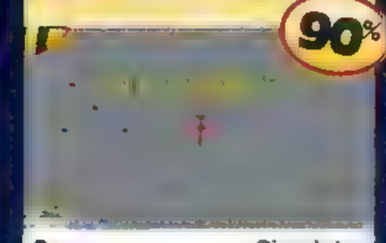
Genre	Platform
Publisher	Ubi Soft
Issue	19

Ready 2 Rumble Round 2 — 82%



Genre	Beat-'em-up
Publisher	Midway
Issue	19

Robot Wars Advanced Wars — 90%



Genre	Simulator
Publisher	BBC
Issue	23

Rocket Power: The Dream Scheme — 59%

Genre	Platform
Publisher	THQ
Issue	23

Rugrats: Castle Capers — 71%

Genre	Platform
Publisher	THQ
Issue	23

Scooby Doo & The Cyber Chase — 55%

Genre	Platform
Publisher	THQ
Issue	23

Snood — 83%

Genre	Puzzle
Publisher	Digital
Issue	23

Spider-Man: Mysterios Menace — 68%

Genre	Platform/Beat-'em-up
Publisher	Activision
Issue	21

Spongebob Squarepants: Supersponge — 82%

Genre	Platform
Publisher	THQ
Issue	23

Spyro: Season of Ice — 96%

Genre	Adventure
Publisher	Vivendi
Issue	23

Steven Gerrard's Total Soccer — 85%

Genre	Sports
Publisher	Ubi Soft
Issue	22

Super Mario Advance — 91%

Genre	Platform
Publisher	Nintendo
Issue	19

Super Streetfighter II Turbo Revival — 94%

Genre	Beat-'em-up
Publisher	Ubi Soft
Issue	23

Tetris Worlds — 90%

Genre	Puzzle
Publisher	THQ
Issue	23

Thunderbirds: International Rescue — 88%

Genre	Adventure
Publisher	Sci
Issue	23

Tony Hawk's Pro Skater 2 — 94%

Genre	Sports
Publisher	Activision
Issue	19

Tweety & The Magic Gems — 89%

Genre	Party
Publisher	Planet
Issue	19

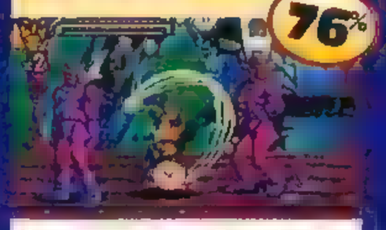
Wario Land 4 — 82%

Genre	Platform
Publisher	Nintendo
Issue	23

WWF: Road To Wrestlemania — 88%

Genre	Beat-'em-up
Publisher	THQ
Issue	23

X-Men Reign Of Apocalypse — 76%



Genre	Beat-'em-up
Publisher	Activision
Issue	22

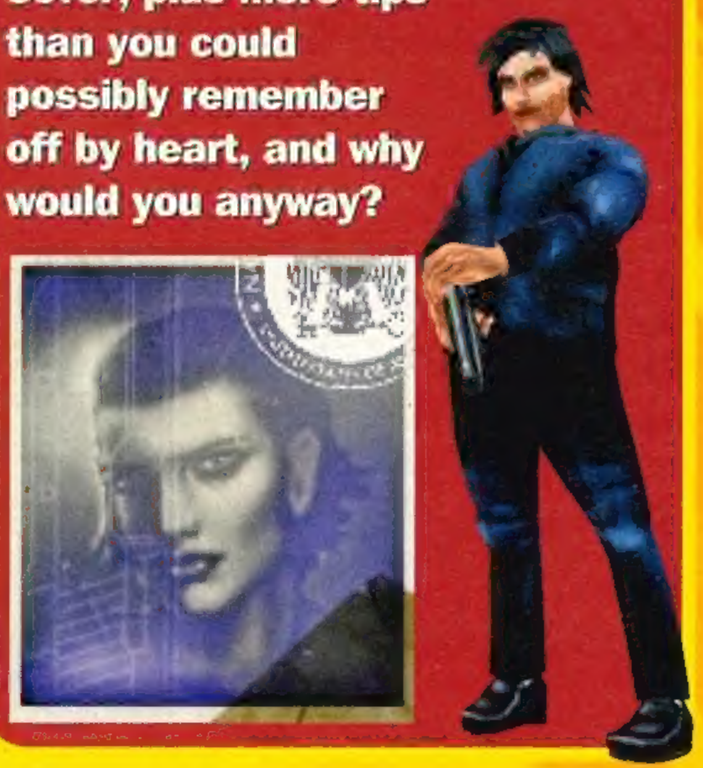
Coming Soon...

LOOK OUT! LOOK OUT!

There's a big movie licence about! We're daring to enter the not terribly frightening world of Monsters Inc, the new soon-to-be-enormous movie from Disney/Pixar. We'll be taking in-depth exclusive looks at the GBC and GBA games, and then running away!

ECKS MARKS THE SPOT!

We've got the concluding part of our massive OFFICIAL guide to powerful shoot-'em-up *Ecks Vs Sever*, plus more tips than you could possibly remember off by heart, and why would you anyway?



Issue 25 of Total Game Boy - count the days till 24 January!

WHAT'S NOO IN 2002!

Check out our exhaustive look ahead to what promises to be an explosive year for Nintendo, with all the latest handheld blockbusters laid bare for you!

PLUS...

With a little bit of luck, we'll be testing out *Extreme Ghostbusters*, *Gremlins*, *Army Men: Operation Green*, *Tom & Jerry: The Magic Ring*, *Winnie The Pooh* and hopefully some rather less kiddie stuff, eh?

Puzzle Answers

1S	A	I	N	2T	N	3I	C	H	O	4L	A	5S		
E				R		T				O		P		
6A	V	7A	L	A	N	C	H	8E		9U	N	I		
S		U		V		H		L		12N		R		
O		10S	P	I	K	Y		E		G		I		
N		T		S				K		E		T		
11S	H	I	P		12L	13I	V	I	D			S		
		N		14P		N		D						
			15T	O	A	D			16S	17P	Y			
18G				T		I		19H		A		20L		
21R	A	Y	M	A	N	A	D	V	A	N	C	E		
O				T		N		N		T		A		
22W	A	R	I	O	L	A	N	D	F	O	U	R		

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Warning: Santa Claus May Not Exist. You'd really have to ask your parents. No, no he does, it's alright. So does Jesus. And the Tooth Fairy. This magazine is best before a week last Thursday.

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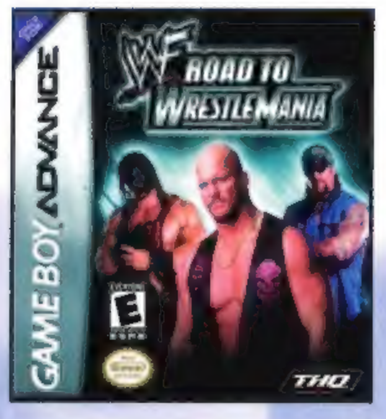

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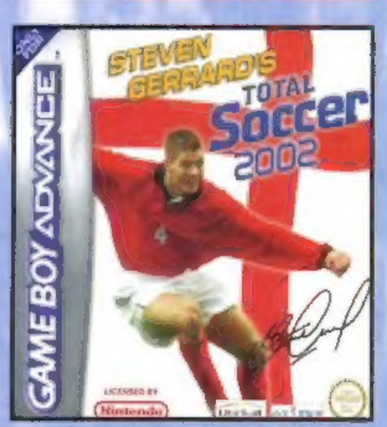

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